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We know, we know. To get cool pinball features like multiballs and outholes (whoops, we did it again), you gotta go to an arcade. But sometimes arcades have long lines and you just wanna hang at the ol' homestead. So what's a pinball addict to do?

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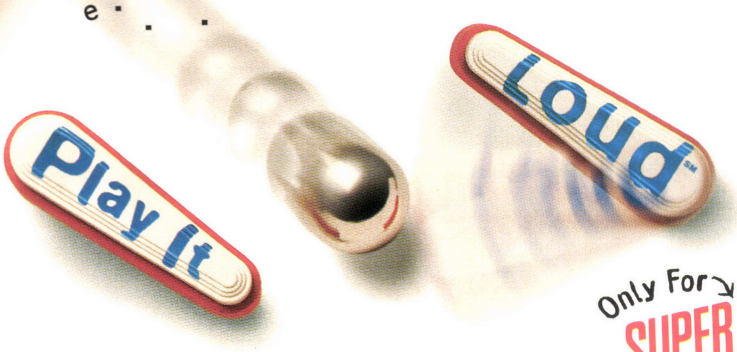
Plus you'll get 3 different scary-weird machines on one little cartridge. And you can play up to 4 players. Gosh, isn't technology wonderful?

So get those flippers ready. And make sure you got a Super NES®. 'Cuz if you want to play pinball this **real** somewhere else, you're gonna need a butt-load of quarters.

And you'd probably have to wear clothes. Talk about lame...



OR TRY (BONK!) THE WIZARD FOR A SPELL

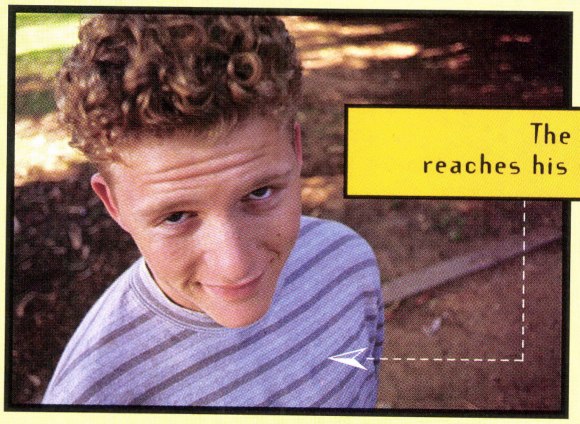


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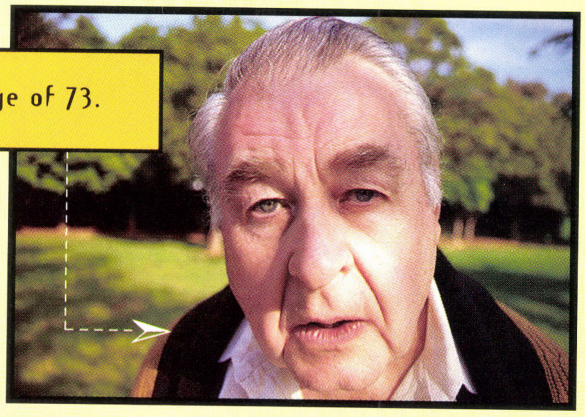
KIDS TO ADULTS K-A AGES 6+

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The average male
reaches his sexual peak at age 17.

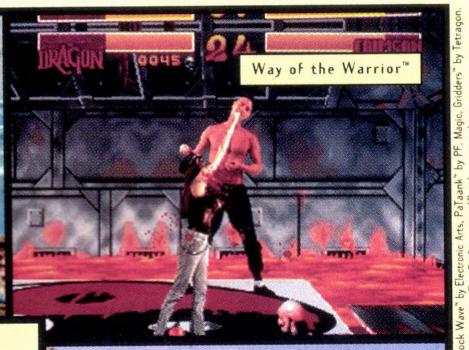


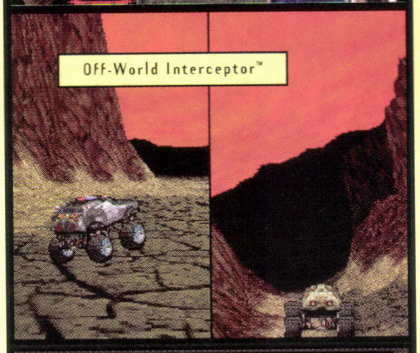
And lives to the age of 73.

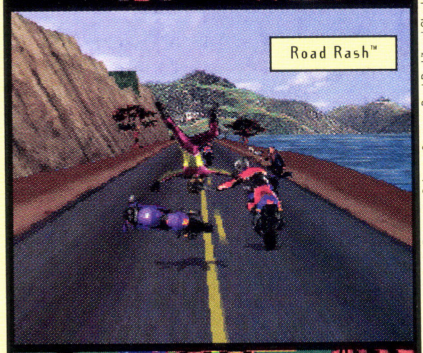
So what do you do with the 56 years in-between?





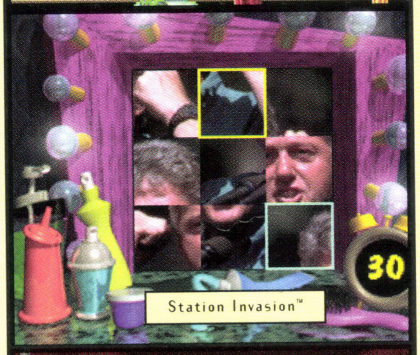


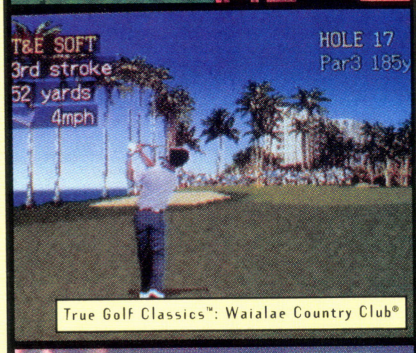


















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So if you're over 17, or just looking for an alternative endorphin release, check it out.

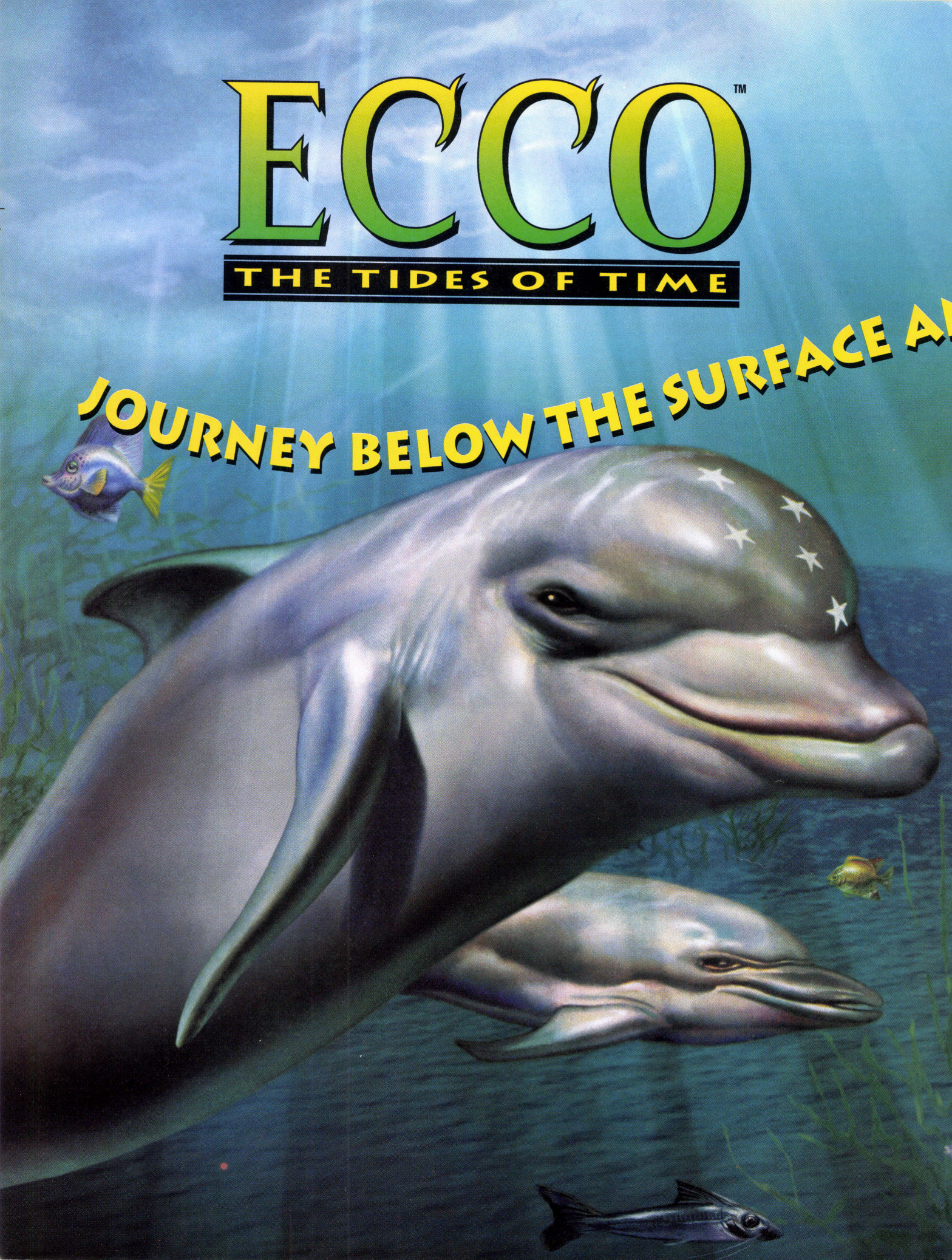
Otherwise, heat the milk to 150°, pour over toast, and call mommy.

Peace.

"Way of the Warrior™" by Universal Interactive Studios, "GEX™" and "Off-World Interceptor™" by Crystal Dynamics, Inc., "Station Invasion™" and "Time2Die™" by Studio 3DO, "True Golf Classics™: Waialae Country Club®" and "Super Street Fighter II™ Turbo" by Capcom, "Road Rash™" and "Shock Wave™" by Electronic Arts, "PaTaank™" by PF. Magic, "Gridders™" by Tetragon. "Demolition Man™" and © Warner Bros. 1993. © 1994 Virgin Interactive Entertainment, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. 3DO and the 3DO Logos are trademarks of The 3DO Company. All other brands or product names are trademarks of their respective owners. © 1994 The 3DO Company. All rights reserved.

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ECCO™
THE TIDES OF TIME
JOURNEY BELOW THE SURFACE A

D BEYOND YOUR IMAGINATION!



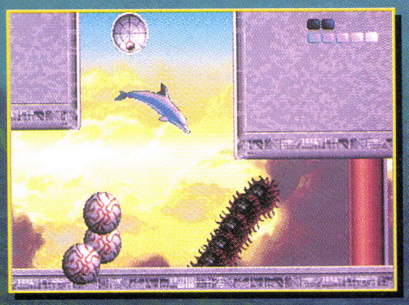
ECCO MORPHS! Transform into a shark, a seagull, or other creatures to avoid detection and danger! Which one is Ecco?



DITCH THE WITCH! Make it past Medusa and her treacherous tentacles to safety-or you may have to start all over again. Now how does that grab ya?



SHELL OUT! Peel off the eels without getting that crushing feeling- then get the shell outta there!



OBEY THE LAW! Gravity rules in these tubes, so keep your eye on the meter to see which way the tide is turning!

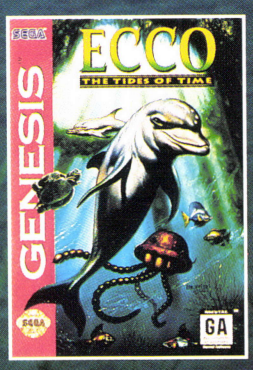


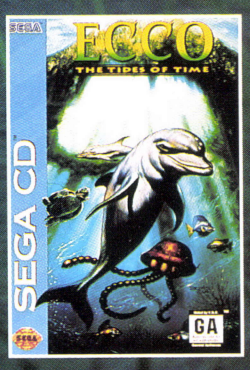
SET SAIL! Travel the seas in all new 3-D stages. Jumping through these rings will get you where you're going. And wherever you go, there you are!



MAKE NEW FRIENDS! Meet Trellia, a dolphin from the future, here to help Ecco defeat the Vortex.

Glide into adventure on a grand scale as the epic journey of Ecco the Dolphin continues! The seas may appear calm—but the Vortex demands revenge! Explore thousands of nautical miles in oceans of mind-bending gameplay, including breathtaking computer-generated 3-D sequences in the SEGA CD version! Get back into the water—and into the mystic, mythic world of adventure—with Ecco The Dolphin!







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CLAY FIGHTER 2





AND WE'RE TAKIN' IT TO THE STREETS.

There ain't nothin' you can do to us. We've been punched, crunched, spit on and drug through the dirt. We're badder than bad. We seen it all and done it all...so turn your cute little karate self around and disappear before we get nasty.



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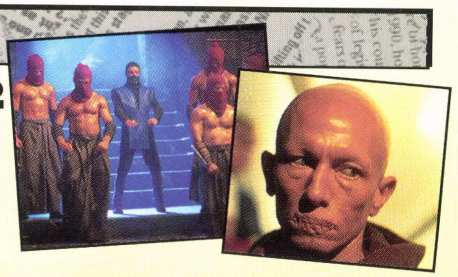
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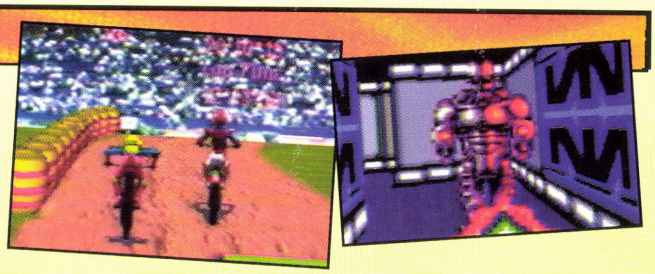
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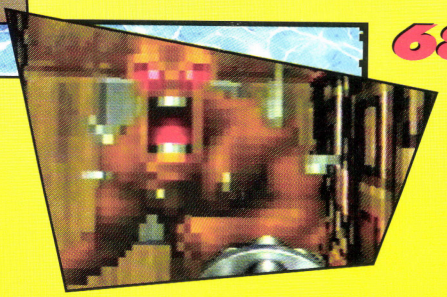
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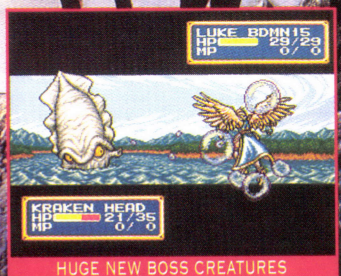
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INPUT

THE WEIRDEST CHRISTMAS EVER

What do I want for Christmas? That's the question I'm constantly hearing in my head. And I'm at a loss for words (which is rare for me). Well, this is going to be the weirdest holiday buying season ever. Personally, I want it all; 32X, *Donkey Kong Country*, 3DO, CD-i, Jaguar CD...but let's get real, these are costly decisions.

The 32X is a bit pricey in my opinion. After paying my $160 bucks and opening the box, all that comes with it are six "$10 off" coupons. Coupons?! That's incredibly lame! Well, I guess I could shove those coupons into the cartridge slot but I can't play any games with them. The 32X comes with *no pack-in* so we're talking about a $200 investment just to get the Sega logo to come up. I'll be very honest about what I think of 32X: The games are great, they all look good and play even better, but 32X is as much of a *true* 32-bit system as the Turbo Duo is 16-bit. Underneath it all, Sega still has a 16-bit engine running the show. 3DO games actually look a lot better than the first generation 32X products and I'm not sure I'd be willing to make the initial $200 investment unless I saw more titles on the shelf. *Star Wars Arcade* does look cool though (check out my review), but I'm still debating with myself about whether to make the purchase.

Nintendo has a clear winner with *Donkey Kong Country*. No $160 attachment and the graphics and sound blow away anything I've seen on 3DO *or* Jaguar. Industry know-it-alls have been declaring 16-bit dead but Nintendo promises even more titles next year that look, sound and play like *Donkey Kong Country*. It's a great game at a reasonable price with long-term play value (there's over 100 levels!)

Then there's the other "next generation" systems to consider. I've seen Atari's Jaguar priced as low as $219 and the games are good, but there just aren't enough of 'em. CD-I's price has dropped to $299 with a large library of movies, games, educational and reference titles available plus a new national television campaign starring *Saturday Night Live* alum Phil Hartman. 3DO looks like a very strong contender with the new low-priced Goldstar unit and a library of over 100 titles. A lot of these 3DO titles are incredibly good games that can't be ignored.

The industry is changing so rapidly that magazines like *VideoGames* have to work even harder to evolve with it. That explains our hot new review section with a lot more pictures, all the essential info plus alternative opinions from our editors. Think of this first set of changes as an upgrade like 32X—and there's a lot more to come. In the coming months, you'll also see an upgraded previews section, more reviews than ever, exclusive behind-the-scenes features, inside industry news you can trust, movie coverage no one can touch and a jam-packed *Tips & Tricks* section that beats the competition. We're proud of these exciting changes and we hope you like them too. Our fantastic new look is due to our new art director, Jim Loftus. It sure helps when the person who's laying out the articles is a gamer—we practically had to pry Jim away from *Alien vs. Predator* so he could finish this issue. He instinctively knows what players want to see in a layout and we're very proud to have him on board.

No matter what happens, *VideoGames* will be there to cover it all for you. If you think this holiday season is weird, wait until Christmas 1995, when we'll see the introduction of no less than five new platforms: Nintendo's Ultra 64 and VR-32, Sega's Saturn, Sony's PlayStation and 3DO 2.

—Chris Gore
Editor-in-Chief

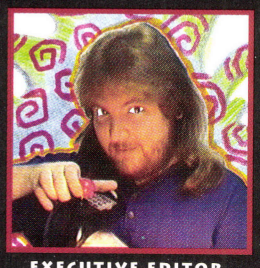
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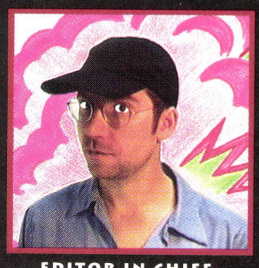
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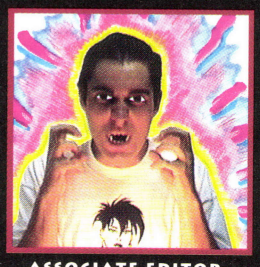
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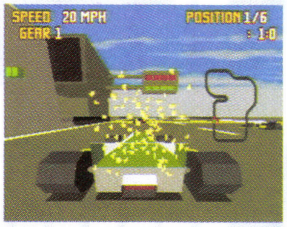
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With all these options, you not only play the game, you help design it.

any racing game will give you SOUPED-UP CARS.

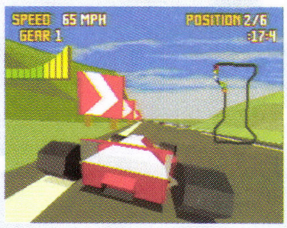
now many throw in PENGUINS AND A BLIMP?



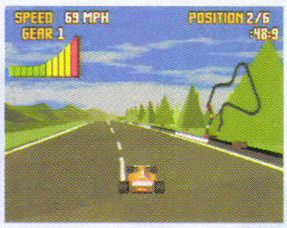
Normally, when you see sparks coming from your TV, you need a new one.



With speeds up to 200 m.p.h., it won't take long to burn through this tunnel.



You would think the crisp 3D graphics would help you make better turns. Rookie.



Don't be fooled by the pretty scenery. One wrong turn and you'll be part of it.



And ten tracks. And six driving views. And your choice of weather conditions. The options are endless when you're playing the first and only 64-bit racing game on the Atari Jaguar.

Take your customized formula race car through a penguin-filled arctic tundra, burn rubber (or your clutch) on a desert road, or take a 200 mph island hop through the tropics. Checkered Flag is a game of skill that could have you in the winner's circle or wrapped around a guard rail.

So make sure your couch is nailed to the floor, bust out the flame retardant suit, and get ready for the ultimate 64-bit joy ride.

JAGUAR 64-BIT DO+THE MATH
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Game tips and hints: **1-900-737-ATARI**. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable Forum on GEnie. Type JAGUAR to access this area 24 hours a day. ATARI, the Atari logo, Jaguar, the Jaguar logo, Checkered Flag and the Checkered Flag logo are trademarks or registered trademarks of Atari Corporation. Copyright 1994, Atari Corporation, Sunnyvale, CA 94089-1302. All rights reserved.

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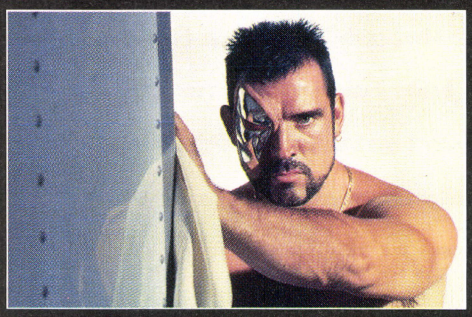
ON THE SET OF THE MORTAL KOMBAT MOVIE!

LIGHTS... CAMERA...

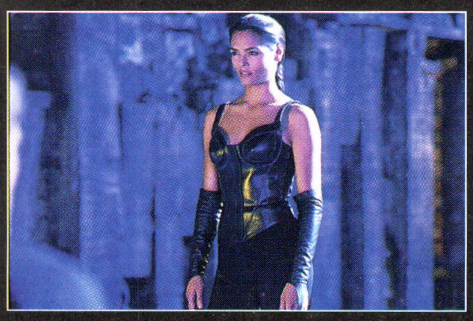
FIGHT!

Last issue, *VideoGames* magazine gave you the scoop on the cast of the upcoming *Mortal Kombat* movie. Now in another *VG* exclusive, we visit the set to give you the latest—*FINISH HIM!*

Marina Del Rey, California is hardly a forbidding city. Roadside vegetable stands and quaint cafes make this suburb one of the least stressful stops in Los Angeles. Yet deep in the reaches of a warehouse in this quiet neighborhood lies the infamous Great Hall of the Outworld, the site of one of the lush battle scenes for the film version of the world's hottest fighting game, *Mortal Kombat*. Between the hall's gargoyles and martial artists practicing complicated flips, New Line Cinema's mavens detailed for us the different forms this film will take.



Australian actor Trevor Goddard plays Sonya's bitter enemy, Kano.



Here's Talisa Soto as Kitana, heir to the throne of the Outworld.



"IT'S LIKE ENTER THE DRAGON MEETS STAR WARS"

—MORTAL KOMBAT PRODUCER LARRY KASANOFF

"It's like *Enter the Dragon* meets *Star Wars,* but it should be unique on its own," says producer Larry Kasanoff.

"It's like *Jason and the Argonauts* blended with *The Crow*," says director Paul Anderson.

The film version of the best-selling game stars Christopher Lambert (*Greystoke*, *Highlander*) as Raiden the Thunder God and Talisa Soto as Princess Kitana. The film should raise a lot of eyebrows, specifically from fans hoping that it will not be a repeat of the disastrous *Super Mario Bros.* movie. *Mortal Kombat*'s creators say that their film will escape Mario's wreck by staying close to the concept of the video game. For example, most of the game's characters—except for Mileena—will appear in the movie. Also, the filmmakers are basing plot elements on the same ancient Asian myths that guide the game.

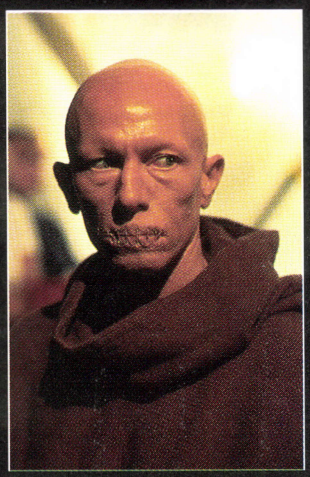
"*Super Mario Bros.* was a dumb idea for a film," says the 29-year-old Anderson. "Plumber movies are not an existing genre. Martial arts action movies *are* an existing genre. All the myths and legends used in the game are great material for moviemaking."

The film will make *Mortal Kombat* a kinder, gentler experience through a couple of old film tricks, courtesy of director Anderson. "We're going to have the mood and feel of the game without the excessive violence. Some of the best fight scenes don't have blood in them," he says. "What they rely on is cinematic flair for the impact, like the old classics. If you have a monster in the movie, you don't show the



29-year-old *Mortal Kombat* director Paul Anderson sits in Shao Khan's throne on the set.





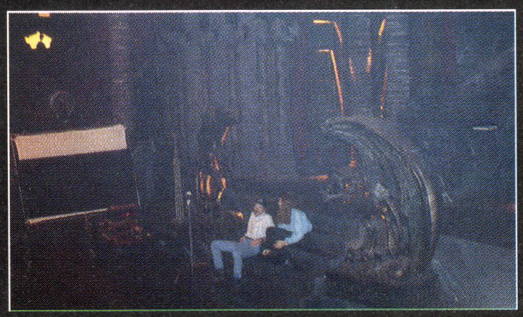
monster, because the audience could imagine it more powerfully." The filmmakers are striving for a PG-13 rating.

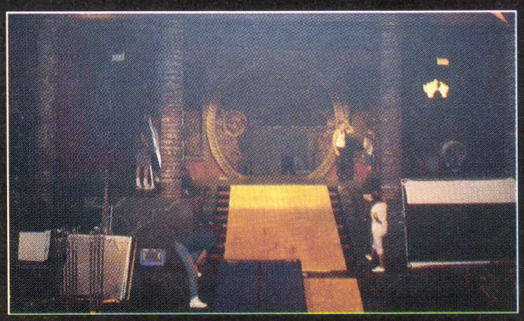
Softening a harsh image must be a new trade for the British director. Growing up in the tough, depressed English city of Newcastle, Anderson made his name in 1993 by shocking the ailing British film industry with a movie called *Shopping*. Described by American film festival critics as an English *Boyz N the Hood*, *Shopping* follows a bunch of aimless, unemployed kids stealing cars and driving them until they crash or run out of gas. The film weathered reviews which portrayed it as a visually stunning piece with a horrible plot.

Shopping impressed *True Lies* producer Larry Kasanoff enough to bring Anderson to America to film *Mortal Kombat*. The movie will finish production in Thailand, where Anderson may get some time to fine-tune the "bad boy" image he earned with *Shopping*. Then again, maybe he'll destroy that image.

"I don't know about bad boy images," he says thoughtfully while sitting next to the incense-laden throne of the demon Shao Khan. "And I don't really care."

Recently, Acclaim's home versions of *Mortal Kombat II* broke video game and film industry sales records by generating $50 million at the cash register in the first week of release. That total surpasses the opening weekend receipts of summer movies like *The Mask*, *True Lies*, *Forrest Gump* and *The Lion King*. Only time will tell if the opening of the *Mortal Kombat* movie can generate as much excitement (and cash.) —Andrew Asch





The sets were so incredible, it was like standing inside the video game itself.



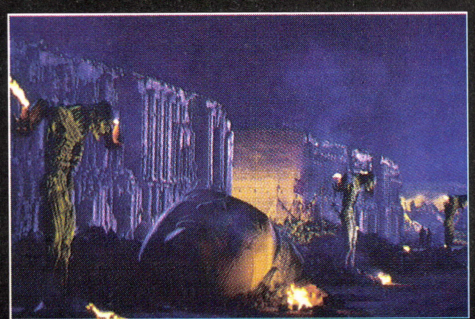
Killer Ninjas wreak havoc as Midway's *Mortal Kombat* comes to the silver screen.



Bridgette Wilson looks out for trouble as U.S. Special Forces agent Sonya Blade.



This ominous black building is where *Mortal Kombat* is being shot.



This ominous setting will remind *MKII* players of the game's Wasteland stage.



The "good guy" of *Mortal Kombat*, Liu Kang—played in the film by Robin Shou.



Raiden (Christopher Lambert) pauses to reflect on the steps of the temple.

PRESS START PRESS START PRESS START

SOUNDBOARD



We received a huge response to the article, "What's Up With the NES?" in the September issue of VIDEOGAMES. It's good to know that a lot of avid NES fans are still out there and still playing games like* The Legend of Zelda, Super Mario Bros. *and the original* Metroid. *Thanks for the letters!

NES IS A CLASSIC

Dear *VIDEOGAMES*,

I am the saddest NES fan. I can understand why the machine can't last forever, but can't they think up some good new games? Does that mean we'll never see a *Mega Man 7* or a new 8-bit *Mario* game, or will that all be on the Super NES?

I went out and bought the new NES. Just because the company has said "game over," it does not mean I will give all my games away. I will continue to play all of my games on the NES as well as on my Super NES. I think we should help the people who make NES games by writing to them about what games they should create; if it's too late or they don't want help, I will still remember the system that I grew up with from age five to now (12!) You should all remember it. So as I end this letter I would like to tell all the NES fans to never stop playing the system and always play a *Mario* game at least once a week.

—Ross Senack
North Woodmere, New York

NES IS TOUGH

Dear *VIDEOGAMES*,

My name is Chris Oliver. I have at least 20 Nintendo games. I have a NES, and I also have a Super NES. I like both. I will always think my NES is better because my Super NES broke once; its power cord broke. My NES has never broken. My NES is seven years old, and my Super NES is two years old. So is think my NES is more durable.

—Chris Oliver
Baton Rouge, Louisiana

MOURNING THE NES

Dear *VIDEOGAMES*,

My name is Aaron Hoover, and I live in Lawrence, Kansas. I am writing to tell you that I am deeply upset about the NES' long and painful death. When I was eight, I got my first Nintendo. I saved up for six months, and I finally bought one, and I loved it. I tell you, my life revolved around *Super Mario Bros.* I would play it so much I heard the music in my head. When I finally beat Bowser, I ran outside to tell my mom, and I fell down and skinned my knees. But it was worth it! I saved the princess!!! In my opinion, my NES has been one of the most memorable things in my life growing up, so I am sad to say to my machine, "Sorry, pal; we had some good times, but it's over."

—Aaron Hoover
Lawrence, Kansas

P.S. Why don't you give Betty her own magazine?

PINBALL WIZARD

Dear *VIDEOGAMES*,

I like your magazine. It's pretty cool. You all seem to be having fun there.

I've noticed that you stopped printing the top ten pinball titles for the month. Why? When I go to my local arcade I play the pinball games, not the video games. You have more control, and on 50 cents you could be there for a long time winning games, not like video games. That's why I have a Super NES. Also, in your arcade articles, print more on upcoming pinball machines. As I read your *Street Fighter II* toys article, I thought I saw a pinball machine in the background of those photos. Someday maybe I'll try to get one. (I hope.) So come on, more pinball please! That would be very groovy!!! But overall, keep up the good work.

One last thing: I still have my NES, along with R.O.B. They both sit in their original box, along with my normal-looking zapper. I will never sell them. I remember *Kid Icarus*, *Metroid*, and *Zelda*. Those three games are true classics. It took me over two years to beat *Zelda*, both quests. Before you laugh, a few people erased my files, so I had to start over! All these new games with their fancy graphics, awesome tunes and wild plots will never be like those classics. Now you can get an over-20-meg game on a high-end system for an outrageous price—only to feel cheated, mad and spit on! Ah, the old days. Gone forever? I hope not, but you never know! Pinball rules!

—Pat Maurer
Taylor, Michigan

Dear Pat,

We'd love to cover more pinball. All of us here probably love pinball as much as you do—that and air hockey! We try to include the pinball top ten when we can, but there isn't always enough room. Thanks for your comments on the NES.

EIGHT-YEAR-OLD ARTIST

Dear *VIDEOGAMES*,

Here's my picture I drew. I'm eight years old.

—Frank Dunn
Aurora, Illinois



Dear Frank,

Thanks. What is it?

MEGA-MANIA

Dear *VIDEOGAMES*,

I'm pissed off at video game companies. I think that they are lying about how many megs their games have. *Sonic 2* is 8 megs, *Sonic 3* is 16 megs. There ain't no way in hell that *Sonic 3* is twice as big as *Sonic 2*. *Ecco the Dolphin* is 8 megs (keep in mind that it has a soundtrack of 18 actual tunes, and when you do the cheat menu code you get six new songs, but the time travel song doesn't count), it's got a map that you can call up any time and it has six different board versions. *Jungle Strike* is 16 megs, and it has nine levels, no music and only about a total of 30 sound effects. Are companies lying to us? Please respond.

—Jonathan Malleft
Kenner, Louisiana

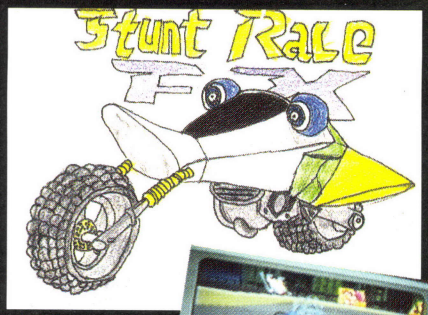
Dear Jonathan,

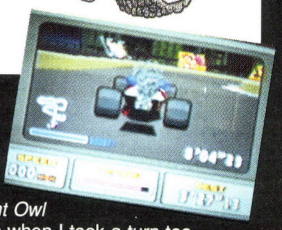
We like to let the reader know the size of game programs (in megabits) in our previews and reviews, but it's not a measurement of a game's true worth. There are really great 4-meg games like Vortex *and* Super Turrican, *and there are some really crappy 16-meg games. You've got a point; one would think that a 16-meg game would be four times as long or four times as good or four times as detailed as a 4-meg game, but it just depends on what the programmer does with the memory. It depends on how many frames of animation there are for each character, how detailed each character is, how detailed the backgrounds are, etc... You can see a big difference in the backgrounds of the first* Sonic *and* Sonic 3. *And in* Sonic 3, *you know the opening sequence when Sonic zooms in—we hear that takes up a* lot *of memory. Also, a character like Ecco doesn't have a lot of detail or color. A good programmer can make a great game with only 4 megs of memory. You just have to know how to manipulate it.*

KILLER RACING

Dear *VIDEOGAMES*,

Congrats on the kick-butt mag! I really like the *Soundboard* and Betty's column, but I haven't seen it in a while. Anyway, I bought *Stunt Race FX* for my SNES, and I love it! Man, oh man, what a game. It deserves a big fat





10 MEGA-HIT. In my countless hours of game time I found a really nasty bug (or maybe it's a trick). First I was on the *Night Owl* course and kicking ass when I took a turn too wide and slammed into the wall and flew off the track. I took some pictures of it, but they didn't come out too well. Since then I have thrown myself into every wall at top speed but I haven't gotten it to work again. Hope you like my drawing too.

—Ryan Marsh
Houston, Texas

Dear Ryan,

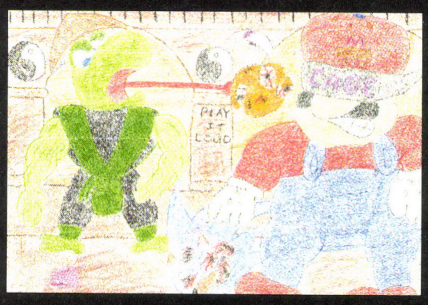
Thanks for the pictures of your Stunt Race FX *experience. The drawing's great!*

DONKEY KOMBAT

Dear *VIDEOGAMES*,

I hope you like my drawing of Yoshi and Mario in a *Mortal Kombat II* atmosphere. I want to know if *Donkey Kong Country* is a game coming out on the Nintendo 32-bit system? I saw it on television being played at the Summer CES. It looks phenomenal!

—Shane Birkinbine
Springfield, Missouri



Dear Shane,

We see you've included Dynamite Headdy in your drawing. Nice touch. Donkey Kong Country *is out for the 16-bit Super NES platform—it's 32 megs, and it is phenomenal. Check out this issue's review. Nintendo's 32-bit machine is a bit of a mystery right now; see our next issue for an update.*

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THE GORE SCORE

Hey there, gamers, I don't need to hide behind some strange pseudonym, it's Chris Gore, the editor-in-chief, filling you in on what I know. (With a little help from the *VIDEOGAMES* editors and my sources.) I've collected lots of info this month, so get ready. Yes, this Christmas it's bigger than *Star Wars*! It's System Wars!

DEVELOPMENT INCREASES FOR PC CD-ROM FORMAT: Developers in Europe at the ECTS (don't ask me what it stands for but basically it is the European version of our Consumer Electronics Show) are confused about where the industry is going and which platforms are safe to develop for. Most game designers are holding off development for any dedicated console system and instead opting to create games for the PC CD-ROM format. Then they can port over the game to any CD-based game platform.

KILLER KOMMERCIAL: *Killer Instinct* should be in the arcades by now. Check out the "attract mode" and you will see a little taste of what's to come. If you can keep your friends from shoving quarters in the slot you will see a quickie commercial for *"Ultra 64: Coming Home Fall '95!"* Look for a complete moves list and strategy guide in an upcoming issue of *VIDEOGAMES*.

ULTRA 64 NEWS: Nintendo has been much more open to press weasels like myself and recently invited game magazine editors and other press to visit their Redmond, Washington headquarters. Editors met with Nintendo of America faceman Howard Lincoln and were treated to lotsa free food and mysterious talk about Nintendo's plan for the future. Lincoln confirmed that Ultra 64 is definitely set for a fall '95 release with the promised $250 price point. He also casually mentioned that the Ultra 64 is "...more powerful than five 486 computers networked." To produce a computer as powerful as Ultra 64 ten years ago, it would have cost $14 million dollars. Though Ultra 64 is cart-based, there is a planned CD attachment. *Killer Instinct* and *Cruisin' USA* will be available at launch and there is a planned pack-in but it has not been announced. Lincoln also said that *Killer Instinct* for Ultra 64 will be "...better than the arcade version." How is this possible?

NINTENDO'S VR-32: Nintendo was also tight-lipped about its other new platform, code named VR-32. Nintendo of Japan President Mr. Yamauchi says that VR-32 will sell more units than Game Boy. VR-32 was described as a dedicated system, not needing a monitor, that creates a virtual reality experience. Since "virtual reality" is a term often misused in the press, I asked Nintendo for its definition of VR and received a "no comment." My guess is that VR-

32 straps to your face and plays full-color 32-bit portable games with a network capability. VR-32 will be introduced at the January CES and debut in April for $200.

MONKEY TROUBLE: If you were one of the lucky few who received one of the two million promotional videocassettes sent out by Nintendo to hype the release of *Donkey Kong Country*, you should take another look at this tape. At the very end of the 13 minute "making-of" video is a taste of Ultra 64. The making of *DKC* program ends then the video fades to black. The black leader runs for about a minute and then shows teaser footage from *Killer Instinct*. Check it out!

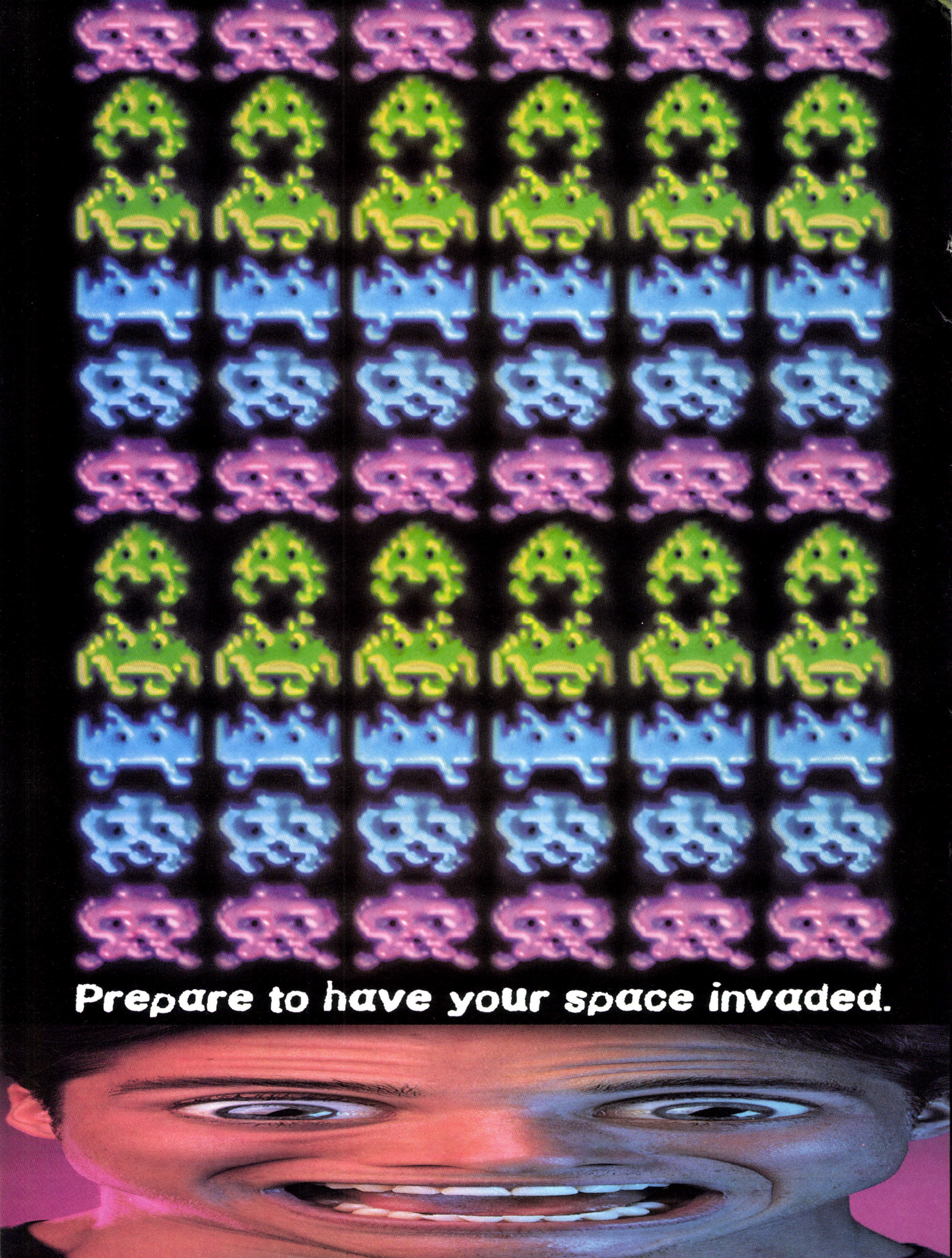
THE CROW BECOMES A VIDEO GAME: The horror/action/thriller film *The Crow* is being turned into a video game. Philips just announced that they have the rights to produce games based on the recent cult classic which features the last appearance of Brandon Lee, martial arts expert Bruce Lee's son, who was tragically killed in an accident during the making of the film. Philips plans to not only make a game of *The Crow* for CD-i but is considering other platforms. Does this mean we will see *The Crow* for Sega Saturn? Philips recently, and very quietly I might add, became a Sega licensee and will develop games for systems other than CD-i. Hmmmm, strange world isn't it?

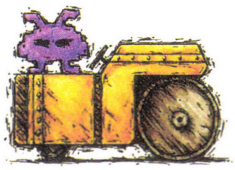
486 CONSOLE SYSTEM: A 486 computer with a PC-CD-ROM drive that hooks up to your television? Plans are set for the system to debut in Japan and then make its way to the States. Currently there are more than 2,000 titles in the PC CD-ROM format available in the US and industry experts are calling the CD-ROM format the VHS VCR for the nineties. Could this be the one dominant format that developers and consumers have been looking for? Only time will tell...

PLANS ARE OFF FOR VIDEOGAMES2: After much soul searching we've decided to put off plans for our second incarnation of *VIDEOGAMES* magazine. Essentially *VIDEOGAMES2* would have come out in the middle of the month and remained on the shelf alongside *VIDEOGAMES*. That way you could get to pay $10 a month instead of only $5. Oh, and get more information. Basically we decided that the two magazines would end up looking too much alike and besides, do you really want us to stretch our info over two mags? (Then we could do four page reviews of *Maximum Carnage* instead of only one.) We'd rather cram everything we know into the pages we have once a month and save you money. To all our fine readers, have a happy holiday! And one final word of advice: spend your money wisely.

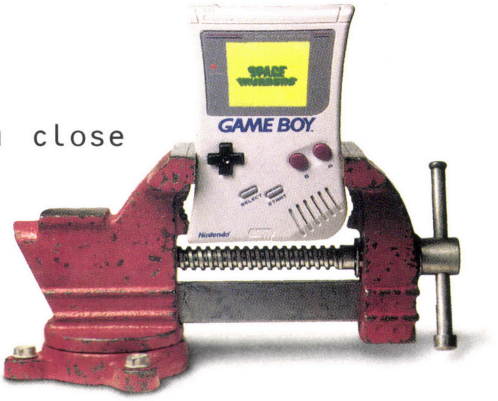
See ya next month!
Your pal, Chris Gore

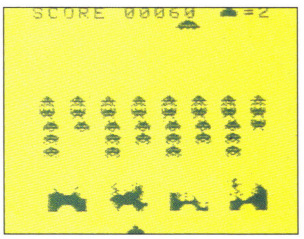



Prepare to have your space invaded.



Ever get a homework headache? You close the book, pop in a video game—pressure's gone, right? Except you just popped in new **Space Invaders®** for Game Boy® and Super Game Boy®, and it's a mother-lovin' migraine. **There's no escape.** You move left, you move right, they just keep coming down. Their only goal is to parade across your skull until your **brains are popping** out your ears. They don't praise your skill. They don't admit defeat. Fry 'em all and they just get meaner and faster. Hey, there's a reason this game is legendary. Play on **Game Boy** and suffer alone. Or link up and see who heads for the baby aspirin first. Slam it in your **Super Game Boy** and play it in **color,** just like it played in the arcade. Hot-snot game connoisseur, are you? Try and beat the original. You'll be **clawing** at your temples, praying you were in calculus class.





Take Space Invaders with you on Game Boy.





Blast 'em just like in the arcade on Super Game Boy.



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TIPS & TRICKS

BY NIKOS CONSTANT & ZACH MESTON

If you have any tips or tricks that you haven't seen printed anywhere else, put them on a piece of paper or a postcard and send them to us at *VIDEOGAMES*, Attn: ***Tips & Tricks***, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you a cool new controller for your Super NES of Genesis, courtesy of STD Entertainment!



Level Skip and Energy Boost



To find the level skip and energy boost, go to the "**Sound Test**" in the "**Options**" menu. You must play sounds in a specific order to trigger the cheat. **First** play sound "**0B**" which is machine-gunfire.



Second, hit sound test **29**, Doomsday's laugh.



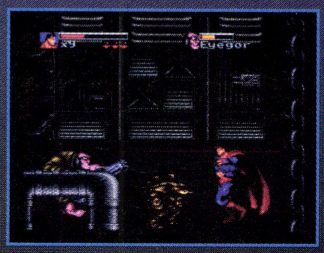
Third, play sound test **2C**, a warp.



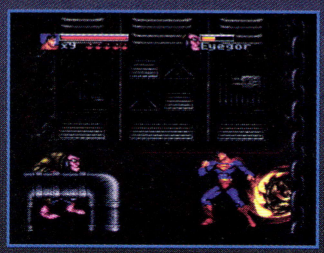
Finally, trigger sound test **05**, a breaking sound.



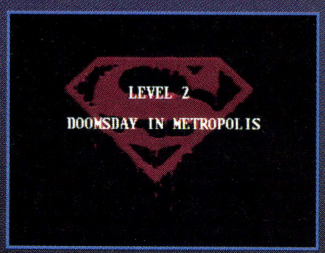
Exit the "Options" menu and immediately start the game.



Now, if you lose lives, your energy bar gets low, or you need to replenish your special attack...



...you can press buttons **A+B+X+Y** all at the same time to revitalize your character.



If you want to skip to the next level, hold down **A+B+X+Y** and then press the **Select** button.

HINT HOTLINES!

Are you *still* having trouble with your favorite game? Well, *VIDEOGAMES* doesn't give out tips over the phone—but here is a list of people who do:

Nintendo of America Inc.
(206) 885-PLAY
HOURS: Monday through Saturday—4 a.m. to midnight (Pacific Standard Time)
Sunday—6 a.m. to 7 p.m. (Pacific Standard Time)
COST: Standard long-distance rates to Redmond, Washington, apply.
TIPS: Nintendo's game counselors field questions about any licensed game for the NES, Super NES or Game Boy.

Sega of America Inc.
(415) 591-PLAY
HOURS: 6 a.m. to 6 p.m. (Pacific Standard Time) seven days a week
COST: Standard long-distance rates to Redwood City, California, apply.
TIPS: Sega's game counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. Questions about third-party games are not covered by Sega's counselors; they will, however, refer you to the appropriate phone numbers for tips on licensed titles.

Atari Corp.
(900) 737-ATARI
HOURS: 24 hours a day, seven days a week
COST: 95¢ per minute
TIPS: Atari's Game Line offers Touch-Tone menus with recorded messages of tips and strategies for recent Atari games for the Lynx and Jaguar.

Turbo Technologies Inc.
(310) 337-6916
HOURS: Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time)
COST: Standard long-distance rates to Los Angeles, California, apply.
TIPS: TTI's game counselors field questions about any NEC, TTI or Working Designs game for the TurboGrafx-16 or Duo.

Electronic Arts
(900) 288-HINT
HOURS: 24 hours a day, seven days a week
COST: 95¢ for the first minute, 75¢ each additional minute
TIPS: Recorded messages provide tips and passwords for Electronic Arts games; game counselors may also be available during normal business hours.

U.S. Gold (*Flashback* Gameline)
(900) 288-GAME
HOURS: 24 hours a day, seven days a week
COST: 85¢ per minute
TIPS: Touch-Tone menus of recorded messages offering tips and strategies for U.S. Gold's *Flashback* for the Genesis and Super NES.

Data East
(900) 4545-HELP
HOURS: 24 hours a day, seven days a week for recorded messages, or 8 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for optional game counselor assistance
COST: 95¢ for the first minute, 75¢ each additional minute
TIPS: Tips and strategies for Data East's *Shadowrun* for the Super NES are the primary resource, but help is available for many other Data East titles.



Play As Amakusa!

If you've always wanted to play as the *Samurai Shodown* boss, Amakusa, then this trick is for you. At the Takara logo, put in the code **A**, **Y**, **X**, **B**. You will hear Amakusa's war whoop if you did it correctly. Select the "**2 Player**" game. Press the **L** and **R** buttons at the same time and Amakusa will appear over another character's selection. Press **START** and keep holding down the **L** and **R** buttons because Amakusa will not register until your opponent has selected their character. (Both players can select Amakusa.)

Amakusa's Moves



At the Takara logo press **A**, **Y**, **X**, **B**. You will hear Amakusa yelp.



Select a **2 Player** game and go to the character select screen.



Hold down the **L** and **R** buttons to make Amakusa appear over another character. Press a button to select him, but **keep holding the L and R buttons until your opponent has chosen a character**. Amakusa will not register until the second character has been chosen.



Now you can fight as Amakusa.



Dark Thunder: X+Y+A+B



Devil Hate Sword: ↓↙←+ Slash



Dark U-Turn: Jump Back off wall, hit ↓, and press **X**.



Warp: ↓↘→+ Slash or Kick



Laugh: A+X

GAME GENIE CODES

Codes for use with Galoob's Game Genie Video Game Enhancers

WIZARDRY VI
(Super NES)



8288-A491—The whole party doesn't take damage from normal enemy attacks (doesn't protect from poison/certain magic spells).

4DBF-DD27—Create a character and he has a lot of gold.

BEAUTY AND THE BEAST
(Super NES)



3C6F-4F00—Invincible after getting hit

EE66-4FAA—Death flash time is longer

C2E0-DF0F—Infinite continues

DOUBLE DRAGON V
(Genesis)

AT5T-JAA0—Start with 4 reserve points

AC0A-HA3N—Always fight Billy Lee

BR0A-HA3N—Always fight Sekka

TEENAGE MUTANT NINJA TURTLES: TOURNAMENT FIGHTERS
(NES)

ZANE-XZPA—Need one win to win the whole match

NYUE-SPYE—Can select mega amounts of strength in VS. mode. Don't select too much strength

Boss Code + Tips & Tricks Password



Our friends at GameTek created a special password for our *Tips & Tricks* section; it allows you to play as Kung Fu Bunny with all of his special attributes:

KU5YVDUW5!3DAMQF ABCL8ME

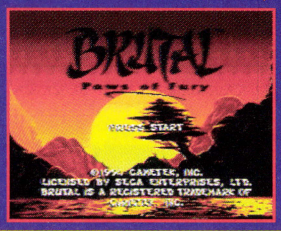
In addition, our contacts have uncovered a secret title screen code that allows you to play as one of the boss characters, Karate Croc. Follow the instructions below!



Enter the password **KU5YVDUW5!3DAMQF ABCL8ME** to play as Kung Fu Bunny.



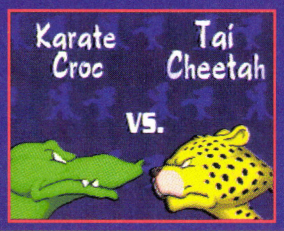
Check out all of his secret moves!



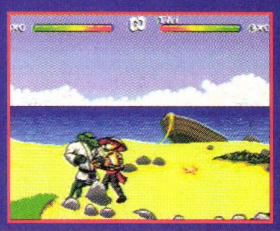
Press **Up**, **Down**, **A**, **B**, **C**, **C**, **B**, **A**, **Down**, **Up**.



Now you can play as Karate Croc!



Play against any of the characters.



Can you find Croc's special attacks?

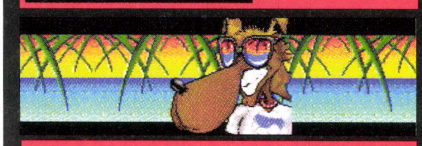


"That's Ms. Jackson If You're Nasty!"

Watch out for cops and teachers if you want to see a very different super-secret nasty-spastic intro to the title screen. Plug in the second controller and hold down A, B, C, START, and put the D-Pad into the Down/Right position while the Genesis is still off. While holding all those buttons down, turn on the machine and stand back. You might get splashed!

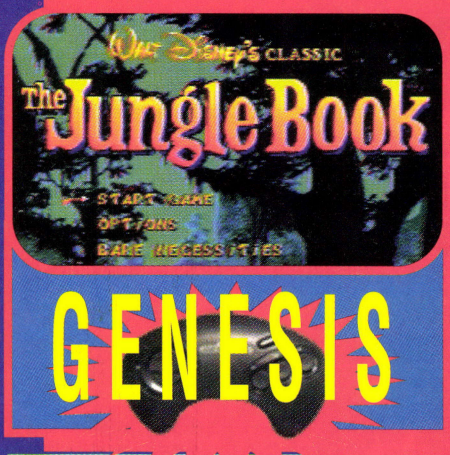


While the Genesis is off, grab Controller 2, hold the D-Pad in the **Down/Right** position and hold **A+B+C+START**. Then turn on the machine.



Keep holding the buttons down and wait for the dog to pass by on the screen.





More Codes!

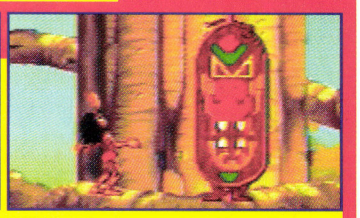
We were able to scrounge up a few more codes for the Genesis version of *Jungle Book*. If you haven't been able to get your hands on the codes we gave out last month, you'll have to wait for the next issue of *Tips and Tricks* Magazine for the complete *Jungle Book* cheat code list.



Each of the following codes must be entered while the game is **paused**.



To start near King Louie, pause the game and press **Left**, **Up**, **A**, **Left**, **Up**, **A**. That's LUA LUA, like the classic Kingsmen song "Louie, Louie."



To start next to the Witch Doctor Monkeys, type in **Right**, **A**, **Down**, **B**, **A**, **Down** (RAD BAD).



Stage Select!

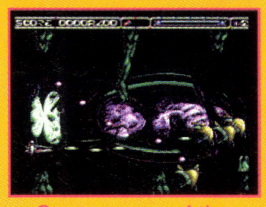
To start on any stage in this sci-fi shooter, simply highlight the "CONFIG" option at the title screen, press the **SELECT** button **seven times** then press **RUN**. The option menu now includes a "STAGE" setting; if you change the number and start the game you'll begin at a higher stage!



Press **SELECT** seven times, then press **RUN**.



The level-skip appears on the "CONFIG" menu.



Start on any of the game's eight stages!

Invincibility!

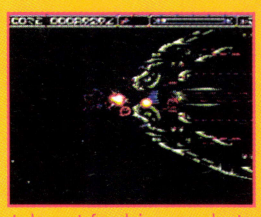
Terraforming is an easy game, but you can make it even easier if you highlight the "CONFIG" option at the title screen, press the **SELECT** button **seven times** then press the **I** button. There will be no indication that the code is in place, but if you exit the option menu by pressing **RUN** and start the game, you'll find that the enemies can no longer hurt you!



Press **SELECT** seven times, then press **I** and start the game.



Now you can't be hurt by enemy ships or weapons!

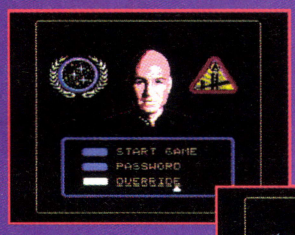


Watch out for bigger obstacles like the huge ship in the final stage—this behemoth can still kill you if you run into it.

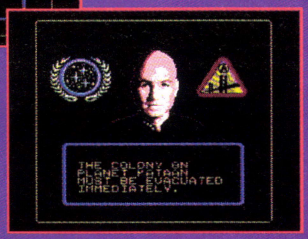
Mission Select

If you're tired of Captain Picard giving you orders in this 8-bit extravaganza, simply enter the cheat code "**OVERRIDE**" at the password screen. When Picard appears to send you on a mission, you can choose different assignments by pressing **Up** on the control pad. This tip works on both the NES and Game Boy versions of the game.





Enter the password **OVERRIDE**.



When Picard describes your assignment...



Press **Up** to choose different missions!

GAME GENIE CODES

Codes for use with Galoob's Game Genie Video Game Enhancers

SUPER STREET FIGHTER II

(Capcom for the Super NES)



DD47-8DD1—Some special moves can be done in the air

CB79-EF61+D579-EFA1—Players jump slower

6E9D-8729—Ryu's Dragon Punch does more damage (close to opponent)

E520-4F2E—Fierce and Roundhouse Tigers move faster for Sagat

FATAL FURY 2

(Takara for the Genesis)



ATTT-CA4Y—Infinite credits

AG3A-AAEJ—Player 2's health starts at 1% in 1P and VS modes

AG3A-AAGA—Player 1 needs one victory for a win in 1P mode

SUPER STREET FIGHTER II

(Capcom for the Genesis)

M27T-AA86—MASTER CODE MUST BE ENTERED

AC5A-CAB2—Some special moves can be done in the air

RFJT-C60L—First normal hit wins (except throws or grabs)

AF6A-G9FJ—Ken's fierce fireball does more damage.

Q•BILLION

(Seta for the Game Boy)

00B-9FE-C42—Pressing **SELECT** in Game B for the first time gives you 246 seconds

007-55E-19E—Infinite time

3EB-61F-08A+ODB-62F-B3E+OOB-63F-08F—Select any level between 1-20 and levels 30-250 in increments of ten

CLEANING GEAR
GAME GEAR
Cleaning Gear. Works better than your mother.
Car Adaptor. Roadtrip.
AC Adaptor. Plug it in.
Gear-to-Gear. Two Players. Same Game.
Game Gear. Got one?
If it's not SEGA you lose
SEGA™
Game Gear™ - Extras.
Sega, Game Gear, PowerBack, Super Wide Gear, Gear-to-Gear and Cleaning Gear are



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Mortal Kombat II Test Modes Debug Code!



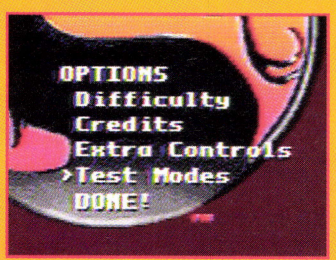
Yes! We've discovered the debug menu for the Genesis version of *MKII*. To access it, go to the "Start/Options" screen and enter the "Options" menu. Put the cursor on the "DONE!" selection and enter the code **Left**, **Down**, **Left**, **Right**, **Down**, **Right**, **Left**, **Left**, **Right**, **Right**. A new entry will appear in the Options menu called "Test Modes." Enter this and you'll find a plethora of hidden cheat menus.



Go to the "Start/Options," screen and access the "Options" menu.

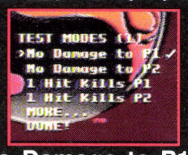


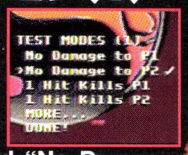
Put the cursor on the "DONE!" selection and enter the code **Left**, **Down**, **Left**, **Right**, **Down**, **Right**, **Left**, **Left**, **Right**, **Right**.



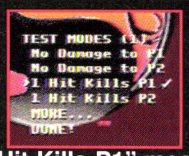
A new entry will appear in the Options menu called "Test Modes."

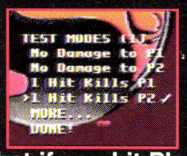
TEST MODES (1)





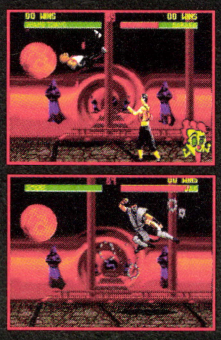
"No Damage to P1" and "No Damage to P2" are pretty self-explanatory: You don't die if you're one of those characters. Interestingly, you can't turn both of them on at the same time.





"1 Hit Kills P1" means that if you hit Player 1 once, you kill them. "1 Hit Kills P2" means you kill Player 2 with one hit.

WEIRD STUFF



When you put in the Test Modes code, you'll find that when Toasty pops up after an uppercut, he has been changed into a weird cartoon monster. Believe it or not, it's a picture of the game's programmer which was drawn by his six-year-old brother. We were hoping you'd get to fight a new character if you pressed **Down** and **START** when he appeared, but no go. You just fight Smoke.



Flip on "Background" and put it on anything except for Khan's arena, then select "Battleplan" and fight Shao Khan (Selection 15). Beat him (Try using "1 Hit Kills" or "No Damage" if you suck) and watch the end of the game for your character. Instead of going to the final credits, you will have to fight Round 4 and possibly even a Round 5 with Shao Khan. This is a weird bug that got us all excited when we found it, but it's really pretty boring. The coolest thing is that you get to see Shao Khan smoke for a little while longer.





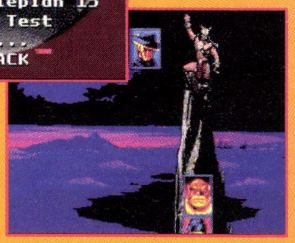
TEST MODES (2)





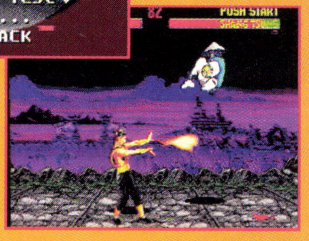
Selecting "Free Play" means that your continue credits will never run down, essentially giving you infinite continues.





"Battleplan" allows you to choose what level of the Kombat ladder you want to go to (sort of a stage-select.) It starts at "2" because "1" would just be a regular game. Notice that "12" isn't there because that is the "?" where Jade appears. Choose "14" to fight Kintaro and "15" to battle Shao Khan.





The "Soak Test" is a demo mode where you can watch two characters battle a complete match. Sometimes they even do fatalities!



"Background" lets you choose one of the ten backgrounds to play on. When you choose a background, you will always fight on that screen. The backgrounds are numbered as follows:

1. Acid Pool





2. Kombat Tomb

3. The Wasteland





4. The Tower

5. The Forest





6. The Armory

7. Pit II





8. Red Portal

9. Khan's Arena





10. Blue Portal

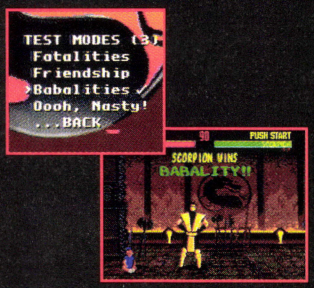
TEST MODES (3)



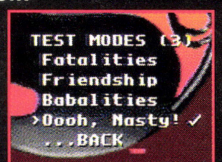
"Fatalities" makes the computer do fatalities against you when it wins.



"Friendship" causes the computer to do a friendship move when it defeats you.



"Babalities" (Can you guess?) makes the computer do Babalities against you. If you mix any of the above selections with the "Soak Test" you can watch the computer fight and do finishing moves against itself.



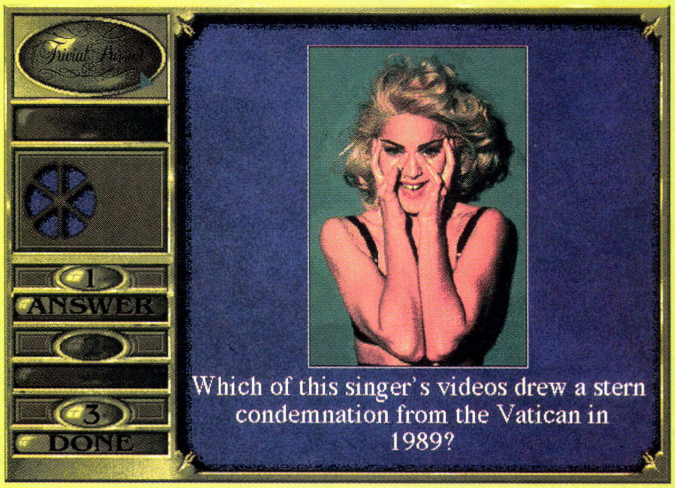
"Oooh, Nasty!" The programmers were going to include new fatalities in the game—with pictures of their own heads—which could be activated with this menu item, but they ran out of time. As a result, "Oooh, Nasty" doesn't do anything.

Everything you wanted to know about

MADONNA

in full color multi-media interactive video but were afraid to ask.

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CIRCLE #107 ON READER SERVICE CARD.


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Super GAME BOY
SUPER NINTENDO
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PUSH START
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VOLUME +
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POWER
STEREO
TIMER/
STAND BY
Tetris 2

It's like Game Boy on steroids.

Now play your Game Boy games in color on Super NES.

Imagine this. You're playing all your favorite Game Boy® games on a giant 26-inch screen. And **everything's in color--** colors you've chosen yourself. And even though they're Game Boy games, you're playing them through your Super NES®.



CHOOSE THE COLORS.



PICK THE BORDERS.

You're thinking, whoa, these Metroid hatchlings just quadrupled in size and they're purple! Is this really happening?

Yup. It's **Super Game Boy®.** And you don't have to be a super genius to figure it out.

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The most excitement your TV has had since it got cable.

So now you've got **a whole new game library** for your Super NES for about the price of a single Super NES game! And it's all so huge and in color. What could be cooler?

Uhhh... nothing. Super Game Boy is pretty much the **coolest thing ever.** So get one. And while you're there, pick up new Donkey Kong™, the first Game Boy game to take full advantage of the amazing and mystical powers of Super Game Boy. But don't make Mario yellow. We heard he hates that.



Super GAME BOY® ACCESSORY

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CIRCLE #108 ON READER SERVICE CARD.

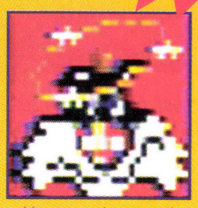
Looney Cheats!

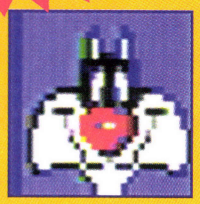
CAGEY CAPERS



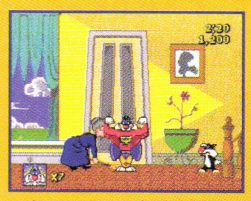
If you're losing patience with the devious puzzles and enemies of *Cagey Capers*, here are some cheat codes to help you out of your misery. Each of these commands should be performed at the Stage Prop screen which appears when you press **START** during the game.

EXTRA TIME—Press **START** to pause, then press **Up**, **A**, **B**, **C**, **C**, **A**, **Up**, **C**, **C**, **C**, **Up**. The clock will be reset to zero.
EXTRA ENERGY—Press **START** to pause, then press **A**, **A**, **A**, **B**, **B**, **A**, **B**, **C**. Sylvester's health will be restored.
EXTRA POINTS—Press **START** to pause, then press **C**, **C**, **C**, **C**, **B**, **C**, **A**, **A**, **C**, **B**, **A** to increase your score by 10,000.
EXTRA CONTINUES—Press **START** to pause, then press **Right**, **Left**, **A**, **A**, **B**, **Up**, **C**, **A**, **B**, **B**, **C** to add an extra continue to your reserve. Repeat whenever necessary to keep your continues maxed out.
INVINCIBILITY—Press **START** to pause, then press **B**, **B**, **Up**, **A**, **Left**, **Right**, **Down**, **Right**, **B**, **B**, **C** for temporary invincibility.
SKIP TRAIN LEVEL—In the game's third level, "Mayhem Express", you can pause the game and press **C**, **C**, **B**, **C**, **A**, **B**, **C**, **A**, **B**, **C**, **Down** and unpause to skip to the next stage.
SEE END CREDITS—To skip to the end of the game and see the credits, press **START** to pause and press **Down**, **Right**, **A**, **B**, **B**, **B**, **C**, **C**, **B**, **A**, **A**.





Use our cheat codes to restore your energy...



...gain temporary invincibility...



...skip to the ending and much more!

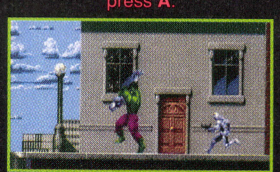


U.S. Gold wanted us to tell our readers how to do some of the Green Goliath's secret moves when he's in the all-important Hulk-Out mode...so here they are! Note: These moves will not work until you achieve Hulk-Out status in the game.

Hulk-Out Moves



Bear Hug: Grab enemy, then press **A**.



Pile Driver: Grab enemy, then press **A+B**.



Shoulder Charge: Forward, Forward, **C**, Forward.



Infinite Energy & Power-Ups!

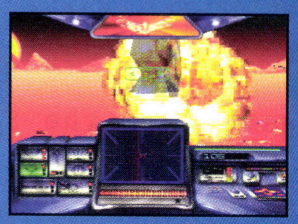
To access a special cheat mode in *Stellar 7: Draxon's Revenge*, enter the following code at the main menu with the **L** and **R** buttons on top of Controller 1: **L**, **R**, **R**, **L**, **R**, **L**, **L**, **L**, **L**, **L**, **L**, **L**, **L**, **R**, **L**, **L**, **L**, **L**, **L**, **R**, **L**, **L**, **L**, **L**, **R**. You'll see the *Stellar 7* insignia change to "*Wimpy 7*" as the word "CHEATER" appears briefly over Draxon's face. Now when you start the game, you can press the **L** button to refill your energy at any time and press **R** whenever you need to replenish your supplies of inviso-cloak power-ups, shields, thrusters, vertical thrusters, mines, cat's eyes and super cannons!



Press **L**, **R** twice, **L**, **R**, **L** nine times, **R**, **L** six times, **R**, **L** four times, **R**.



Now you're in "*Wimpy 7*" mode.



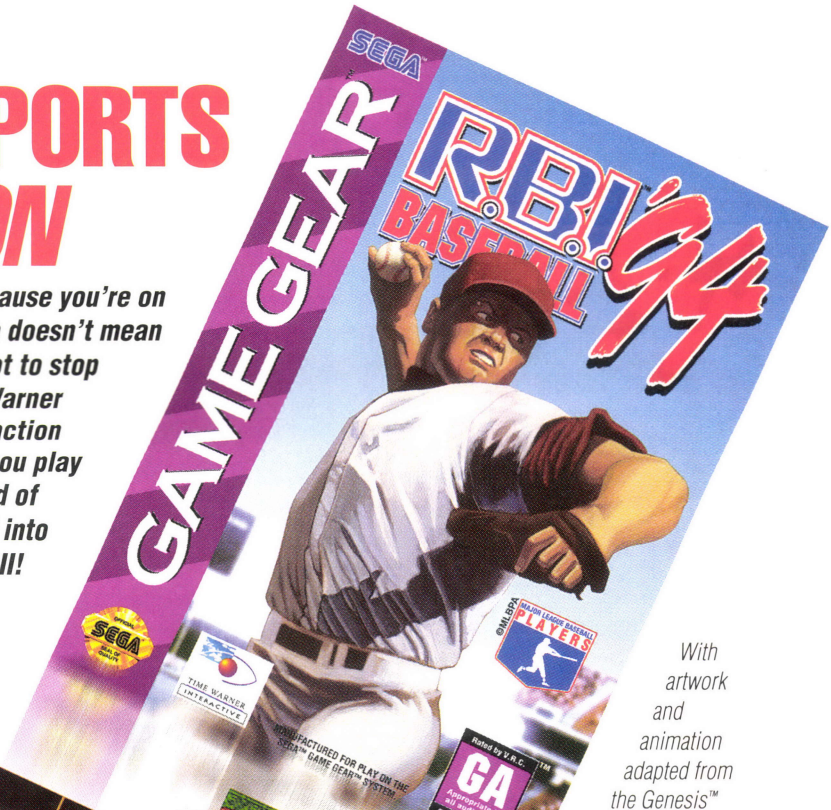
Use the **L** and **R** buttons to refill your energy and supplies at any time!

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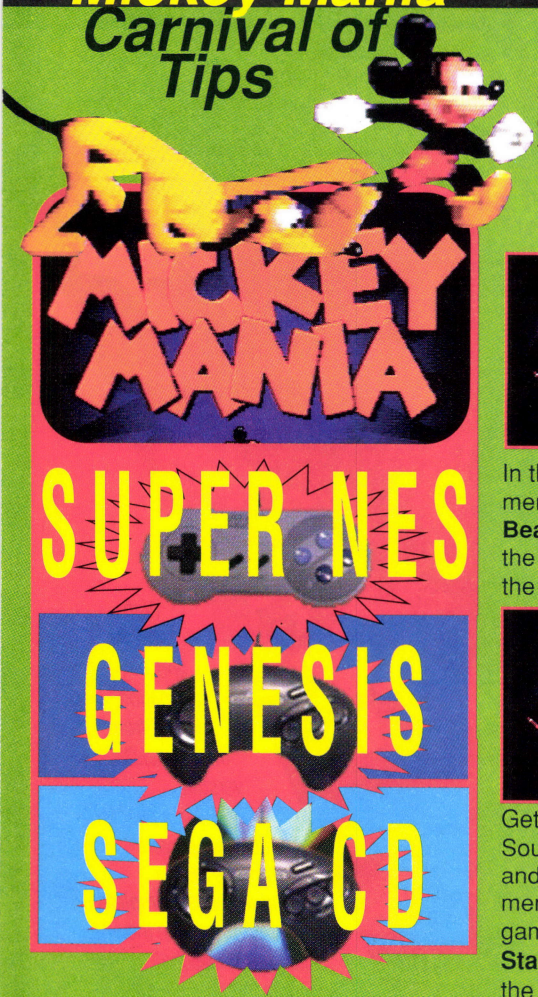
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TIME WARNER INTERACTIVE

Mickey Mania Carnival of Tips



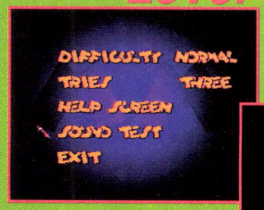
SUPER NES

GENESIS

SEGA CD

Mickey Mania's a pretty tough game, but if you want to find out all of the game's secrets, without getting your hands dirty, check out these dope cheats that we got from directly from Sony.

Super NES Level Select



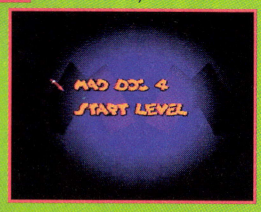
Select **Options** and go down to the **Sound Test**.



In the **Sound Test** menu, choose **Beanstalk 1**, under the **Music Test**, and pick **Extra Try** under the **Sound FX Test**.

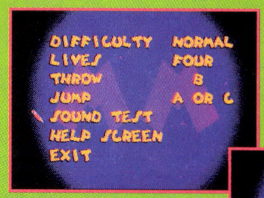


Go to the **Exit** on the Sound Test Menu and **Hold** the **L Button** down until you hear a jingle. (It takes about seven seconds.)



Get out of the the Sound Test menu, and the Options menu, and **Start** the game. At the game **Start**, you will find the **Level Select**.

Genesis Level Select



Select **Options** and go down to the **Sound Test**. In the **Sound Test** menu, choose **Continue** under the **Music Test**, **Appear** in the **Sound FX Test**, and **Think** under the **Speech Test**. (The first letter of each selection spells **CAT**).





Go to the **Exit** on the **Sound Test Menu** and **Hold** the **D-Pad** to the **Left** until you hear a jingle (It takes about five seconds).

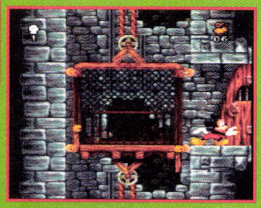
Get out of the **Sound Test Menu**, and the **Options** menu, and **Start** the game. At the game **Start**, you will find the **Level Select**.



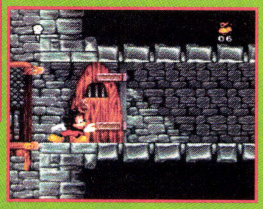
SNES, Genesis, and Sega CD Bonus Level



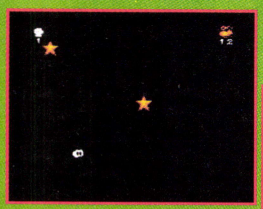
Go to the level called **"Up The Lift"** in the Mad Doctor area. Take the elevator up until it stops (watch out for the skeleton bones, because they'll kill you!).



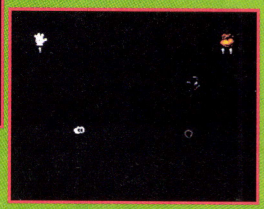
When the lift stops, exit to the right, but then **go back inside**. The elevator will continue up to a **secret area**!



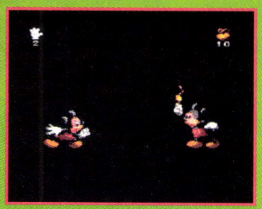
When the elevator stops the second time, go to the right. Jump into the secret shaft and try to pick up the bonus stars and marbles as you fall.



When you hit the bottom, the lights will go out, and you'll only be able to see Mickey's eyes. Go to the right and jump up the stairway. The stars will guide you.



When you reach the last star, you'll see a pair of Mickey ears. Jump up and collect them for an extra try.



The old Mad Doctor Mickey will jump out and run away.

Genesis, and Sega CD Bonus Level



Go to the **"Steps"** level. Move up the steps by pushing down the seeds to make the beanstalks grow. Avoid the butterflies, but don't kill them!



Go back to the steps, and use the butterflies to jump up to a secret area located to the left of the steps.



Grab the question mark, and you will enter a bonus level called **"1935 The Band Concert"**



At the door to the Giant's castle, **jump up to see a switch**. Flip the switch by jumping on the back of the gigantic beetle, just as it is about to take flight.



Here you will find a bunch of stars, as well as a **question mark**.



You can also get here by using the **Level Select**.

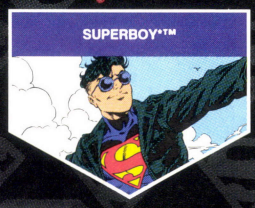
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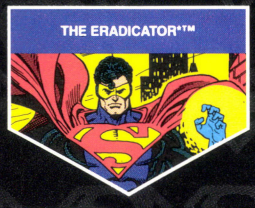
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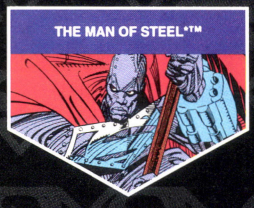
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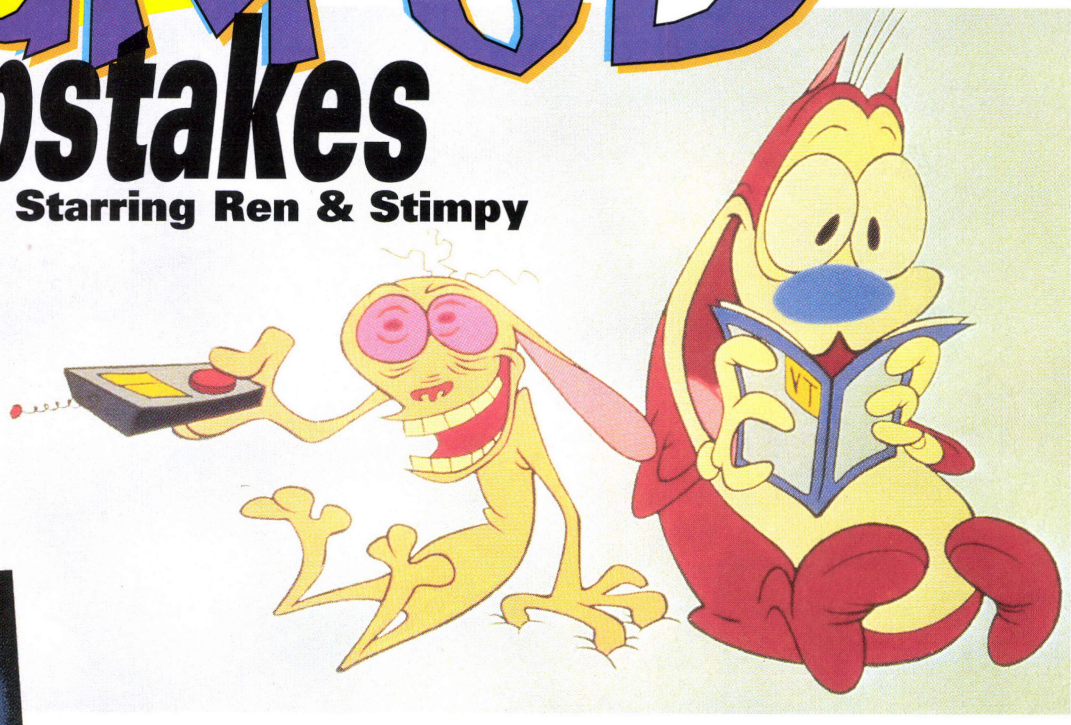
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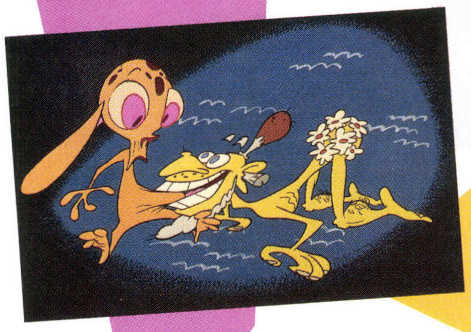
Ren & Stimpy's WARPED Sweepstakes

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VIDEOGAMES is celebrating the release of T•HQ's **The Ren & Stimpy Show™: Time Warp!** for the Super NES by giving away heaps o' prizes! To get a chance at yours, just mail us a postcard (no envelopes, man!) with your name, address, phone number and age. Write neatly and don't forget that tasty little stamp!





25 Glorious Grand Prizes! Twenty-five (25) incredibly lucky winners will be the first on their block to own a pair of Ren & Stimpy Mattel® Suction-Cup Plush Dolls, their very own Ren & Stimpy Marvel comic book and a *VIDEOGAMES* T-shirt!

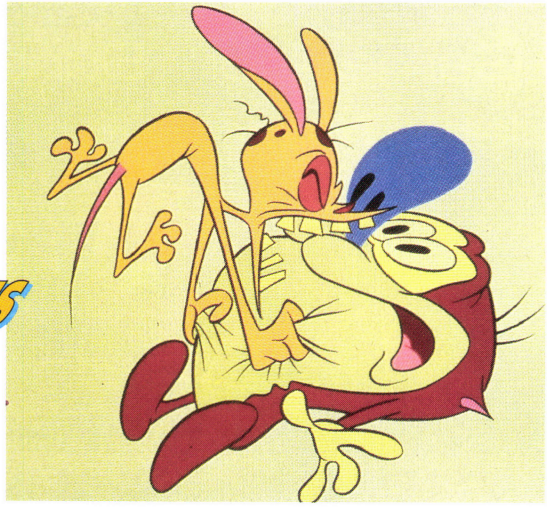
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30 Stunning Second Prizes! Thirty (30) somewhat favored individuals will receive a brand-spanking new Ren & Stimpy Marvel comic book! (Sorry, kids, the year's supply of shaving scum is already gone.)

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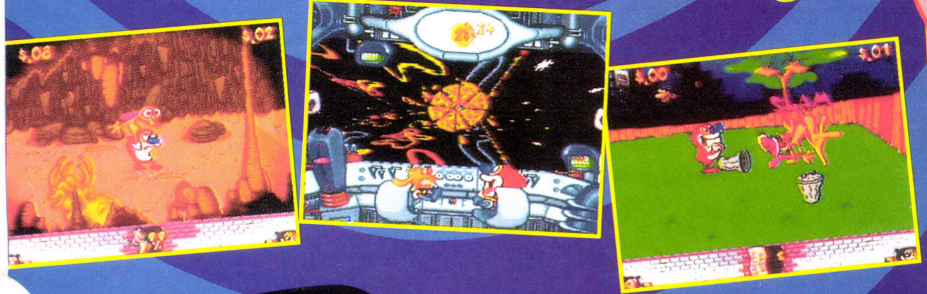
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WAY of the WARRIOR ULTIMATE



ABOUT MOVES AND MAGIC

TOUGH MOVES that require a **simultaneous press** of the directional pad and a button, or two or three buttons at once—for example, the Ninja's Electrocution fatality—also require very precise timing. If you can't get one of these moves to work, just keep practicing.

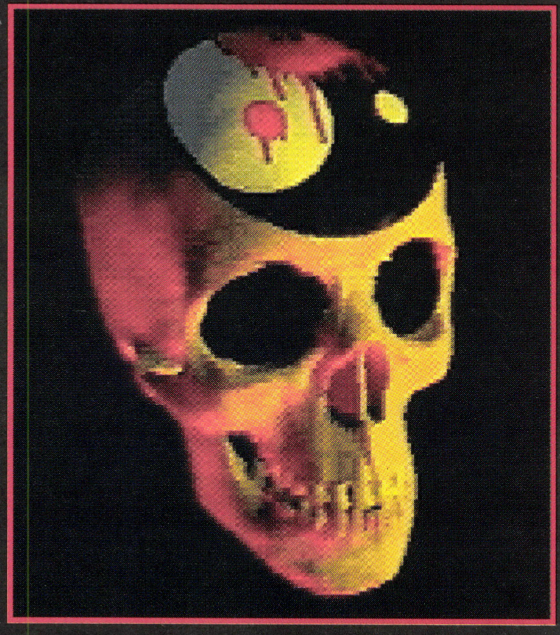
"SWEEP TOWARD" means to move the directional pad Down, Down/Toward and Toward the opponent in a quick motion (as in Ryu's Fireball in ***Street Fighter II***).

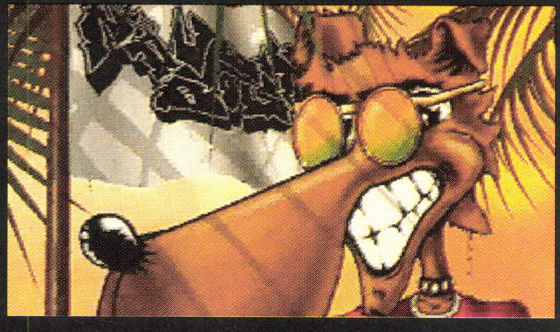
"SWEEP BACK" means to move the pad Down, Down/Back and Back from the opponent.

"CHARGE BACK" means to move the directional pad Back for at least two seconds. You can do this while holding the B button, while taunting or by pressing Down/Back so you don't move away from your opponent—important for fatalities that require charges.

L AND R INDICATE the L and R buttons on the top of the 3DO controller, ***not*** Left and Right on the directional pad.

WHEN A FATALITY HAS A TAUNT as part of the sequence, do the taunt and wait for it to finish before completing the move. When casting a **magic** spell, do the taunt and complete the move ***while*** the character is taunting.





by Zach Meston

STRATEGY GUIDE



Way of the Warrior ain't just the first (and best) **3DO** fighting game, it's also the fastest-selling **3DO** title to date, beating out even the superlative ***Road Rash.*** So it only makes sense to give you **3DO**ers an in-depth strategy guide teeming with special moves and fatalities, biographies of the actors, behind-the-scenes info straight from Naughty Dog and loads of secrets. Many thanks to Angela Edwards, Andy Gavin and Jason Rubin for their invaluable assistance in helping me find the ***Way.***



TAUNTING TECHNIQUES



This unusual background seems to be the starting point for what eventually became the Pit. But then again, perhaps it's still hidden in the game somewhere....





An early version of the Graveyard, with several elements that were changed in the final: the buff statue of Kull, the hooded monk, the Ninja's electric fireball and Konotori's name, spelled ***Kenotori*** here.

CRIMSON GLORY



Name: Carole May

Profile: Carole is a graduate student at Brandeis University in Boston; she's also the ex-girlfriend of Naughty Dog Jason Rubin. According to Jason, "We were going out last year, during the making of the game, but before the filming of the characters. We broke up later on, but she still wanted to do the filming." (How convenient!)

Sayeth the Dogs: "You have to understand that Carole is nothing like the Crimson Glory character. She's a sweetheart. When we asked her 'How would you like to play this hick biker girl?' she came over with the Crimson Glory jacket. It's behind her head in most of the game's still shots. It's a hideous jacket that looks like it's been dragged around under a motorcycle for a while. She claimed she bought the jacket in high school and never wore it, but we know that's untrue. Inside the Brandeis student was a biker chick waiting to get out."



Carole May (Crimson Glory) takes a breather as Morgan the Naughty Dog wanders into the shoot.



Carole May (Crimson Glory) gets Nordic.



Carole May (Crimson Glory) and Jason Rubin demonstrate the tango in one of the game's hidden animation sequences. (You didn't really believe that last sentence, did you? Heh-heh.)

SPECIAL MOVES

Elbow Attack: Jump, press Down/Toward + A.

Bottle Throw: Sweep Toward, press A.



Flying Kick: Press Toward, Toward + R.

Match Toss: Sweep Toward, press L. (Do this after turning your opponent green with the Bottle Throw to set him on fire; it can't be blocked and causes massive damage.)



Uppercut: Press Down/Back + L.

FATALITIES

Back Smasher: Taunt, move close, press Toward + R.



Brain Burst: Sweep Back, press A + B + C.







REGULAR MOVES

BUTTONS	NORMAL	CLOSE	JUMP	DUCK
A	Jab	Elbow	Jump Jab	Duck Jab
L	Punch	Suplex	Jump Punch	Duck Punch
L & Up	•	•	Jump Charge	•
A & L	Super Punch	Hold Up	•	•
C	Kick	Head Butt	Jump Kick	Duck Kick
R	Roundhouse	Back Break	Jump Stomp	Sweep
C & R	Super Kick (U)	•	•	Duck Stomp
B	Block	Block	•	Block
B & Up	Block	Up Block Toss	•	Block
B & Toward	Block	Gut Block Toss	•	Block

SPECIAL MOVES

Diagonal Kick: Jump Up, press Down/Toward + C.

Fireball: Sweep Toward, press A (for a slow Fireball) or L (for a fast Fireball).



Flying Shadow Kick: Hop Toward, press Up + R.

Groin Punch: Press A + B.

Hopping Kick: Press Toward, Toward + R.

Jumping Chop: Jump, press Up + L.

Shadow Kick: Charge Back, press Toward + R. (Hold R for a longer Kick.)



Spin Kick: Sweep Back, press R.

THE DRAGON



Name: Tae Min Kim

Profile: Tae Min is a sophomore student at Boston U, a practitioner of aikido and a good friend of Mitch Gavin, Andy's younger brother, who plays Shaky Jake. After Mitch filmed his moves, he told the Dogs that he had several friends who wanted to get in on the action, but Tae Min's martial arts background and buff (well, semi-buff) physique gave him the edge.

Sayeth the Dogs: "The average filming session was about eight hours, underneath two 750-watt lights, and it got to be about 110 degrees in the room, since we had to leave the windows closed and didn't have high-tech cool-down equipment. Everyone else got a little tense during the sessions, but Tae Min just shot through it. He's very mellow, very laid-back. Nothing seems to faze him."

DRAGON





REGULAR MOVES

BUTTONS	NORMAL	CLOSE	JUMP	DUCK
A	Jab	Nosebreaker	Jump Jab	Duck Jab
A Rapidly	Turbo Jab	•	•	•
L	Punch	Spin Around	Jump Punch	Duck Punch
A & L	Super Punch	•	•	•
C	Kick	Knee	Jump Kick	Duck Kick
C Rapidly	Turbo Kick	•	•	•
R	Roundhouse	Shoulder Throw	Jump Stomp	Sweep
C & R	Super Kick	•	•	•
B	Block	Block	•	Block
B & C	Split Kick	Split Kick	Split Kick	•



Heh, heh, heh...

FATALITIES

Head Slap: Move close, charge Back, press Toward + L.



Power Kick: Taunt, move close, sweep Back, press C + R.



FOX



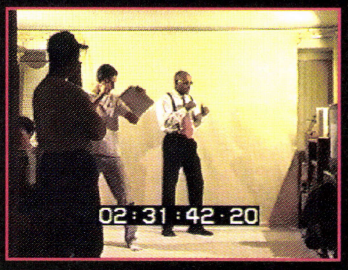
Name: Chris Sanford

Profile: Chris is a black belt in tae kwon do who happens to belong to the same dojo as Steve Chan, who plays Nobunaga. A Harvard grad, Chris used to live in Japan and sell exotic cars (Ferraris, Lamborghinis, Yugos). When the Japanese economy went to hell in a handbasket, Chris returned to the States and spent his days hanging out in a Boston-area dojo, where he met Steve.



Chris Sanford (Fox) imitates ***Home Alone*** munchkin Macaulay Culkin ("Aaugh!") while Jason Rubin stares at his bitchin' stereo.

Sayeth the Dogs: "We've gotten together with Chris a half-dozen times or so. He's a real martial arts fanatic. He brought over all these movies and showed us his favorite scenes: 'I want to do this move, I want to have this look.' Having him wear a jacket and tie was a spur-of-the-moment decision; as for the pants, they're cut for fighting. When he was in Japan, the people in bars weren't exactly friendly to him, so he needed these pants to fight." So why doesn't Fox have clever catchphrases like the other characters? "He has no voice because he went on vacation and we couldn't get in touch with him."



Chris Sanford (Fox) and Jason Rubin work out a move. Steve Chan (Nobunaga) looks on in the foreground.



Chris Sanford (Fox) wigs out. ***Way of the Warrior: The Cross-Dresser Edition?***



SPECIAL MOVES

Charging Knee: Charge Back, press Toward + R. (Hold R to increase the Knee distance.)

Diagonal Kick: Jump Back, press Down/Toward + C.

Sai Throw: Sweep Toward, press L.

Knee Stomp: Jump Up, press Down + C.

Spin Kick: Sweep Back, press R.

Uppercut Kick: Press Down/Back + R.

Voodoo Vanish: Press Down + A + B + C.



Voodoo Roll: Press Down/Toward + A (for a slow Roll) or L (for a fast Roll).



Voodoo Dizzy Dust: Sweep Toward, press A.

FATALITIES

Impale: Sweep Toward, press A + B + C.



Overhead Smash: Taunt, move close, press A + L. move close, press A + L.





REGULAR MOVES

BUTTONS	NORMAL	CLOSE	JUMP	DUCK
A	Jab	•	Jump Jab	Duck Jab
L	Punch	Shoulder Break	Jump Punch	Duck Punch
A & L	Super Punch	•	•	•
C	Kick	Knee	Jump Kick	Duck Kick
C Rapidly	Turbo Knee	•	•	•
R	Roundhouse	Knee Grab	Jump Stomp	Sweep
C & R	Super Kick	•	•	•
B	Block	Block	•	Block

KONOTORI



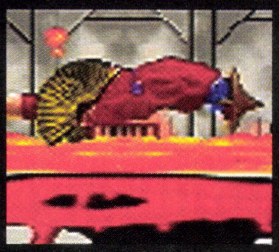
Name: Jason Rubin

Profile: No, Jason's eyes aren't really that green; the vivid color of Konotori's peepers is the result of paint-program trickery.

Sayeth the Dogs: "We were messing around with the idea of a fighter who, other than walking, always fought on one leg. He looked like a stork, and the literal Japanese translation of ***stork*** is 'konotori.' So then we thought, ***What do storks do?*** Fly, of course, so we gave him fans as wings, and they eventually became throwing weapons." As for Konotori's colorful outfit: "Konotori's leggings are Ace bandages; the uniform is a standard gi; the hat was five bucks and the fans $1.50 each; the bandannas were from K-mart."

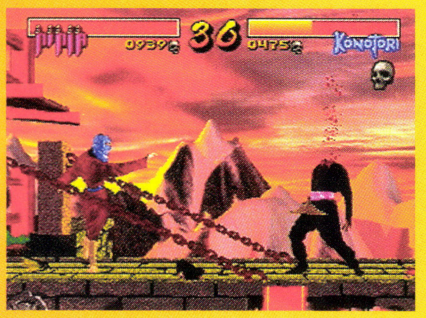
REGULAR MOVES

BUTTONS	NORMAL	CLOSE	JUMP	DUCK
A	Jab	Backhand	Jump Jab	Duck Jab
L	Punch	Hat Butt	Jump Punch	Duck Punch
A & L	Super Punch	•	•	•
C	Kick	Fan Slap	Jump Kick	Duck Kick
R	Roundhouse	Fan Slash	Jump Stomp	Sweep
C & R	Super Kick	•	•	•
B	Block	Block	•	Block





Hat Throw: Sweep Toward, press A + L.



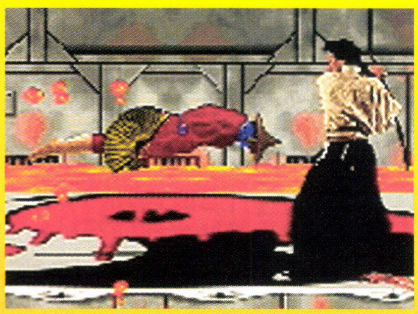
Stork Drop: Jump Toward, press Down + C + R when directly over opponent.



FATALITIES

SPECIAL MOVES

Diving Torpedo: Jump, press Down/Toward + L.



Fan Throw: Sweep Toward, press A (for a slow Fan) or L (for a fast Fan).

Fly/Glide: Press B rapidly while jumping or otherwise in the air.

Inviso Spin: Press Back + A + L.

Low Fan Throw: Press Down/Toward + A + L.

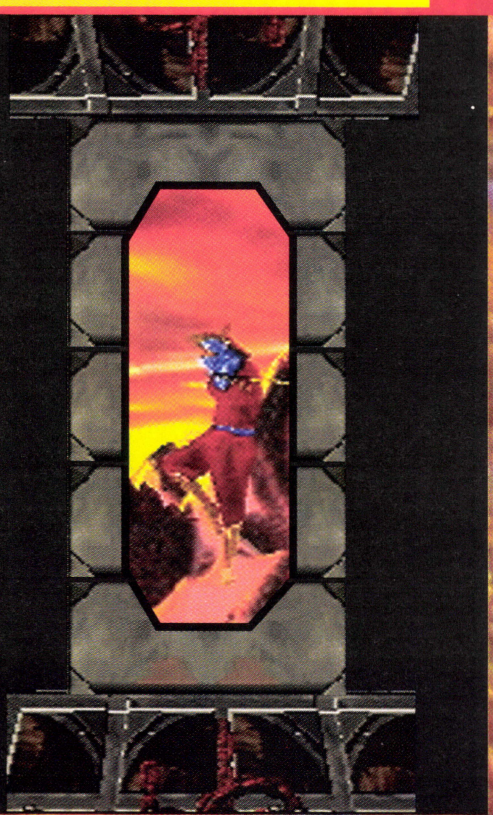
Spinning Attack 1: Press Back + L.

Spinning Attack 2: Move to medium range, sweep Back, press R.



Swan Dive: Jump, press Down + R.

Torpedo: Charge Back, press Toward + C (for a slow Torpedo) or R (for a fast Torpedo). (Hold C or R to increase the Torpedo distance.)



MAJOR GAINES



Name: T-Mike Gaines

Profile: T-Mike is a graduate of the University of Michigan who is currently teaching skiing and painting and, according to the Dogs, "hasn't found his true calling." T-Mike and Jason also happened to be frat brothers.

Sayeth the Dogs: "T-Mike is the only character not from the Boston area. He flew out from Traverse City to visit us and to film. He's not that big—5' 8"—but he's cut, and he wanted to be this humongous guy in the game. So we pushed the camera forward and up a little, and we did some body makeup—put a little shadow under, and a white highlight on top of, each abdominal muscle." There were problems with T-Mike's massive alter ego, however: "He was just too powerful. He was so big that he crushed everyone else. You couldn't get near him, because if you were coming in to punch, he'd just grab and smash you. We came up with the shrinking, and cut a few moves, to even him out with the other characters." T-Mike's facial hair is responsible for an amusing continuity error: "When we filmed his moves, we didn't do still shots of his face. So we had to fly him out again to take his face shots, and he'd grown a goatee. He shaved most of it, but there was this patch on his chin he wouldn't shave, because it had taken so long to grow in. You can see it in most of the still shots."



SPECIAL MOVES

Grenade: Sweep Toward, press A (for a low Grenade) or L (for a high Grenade).



Cannonball Attack: Charge Back, press Toward + R.

Bowling Ball Attack: Press Down/Toward + R.

Splash Dive: Jump Toward, press Up + L.

Steroid Boost: Press A + B + C. (Press A + B + C while Boosted to deboost.)

Lightning (must be Boosted): Press A + B.

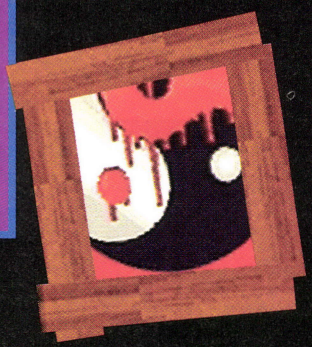


Sidewinder (must be Boosted): Press Toward, Toward + R.

Uppercut: Press Down/Back + L.

REGULAR MOVES

BUTTONS	NORMAL	CLOSE	JUMP	DUCK
A	Jab	Ear Swat	Jump Jab	Duck Jab
L	Punch	Suplex	Jump Punch	Duck Punch
A & L	Super Punch	•	•	•
C	Kick	Knee	Jump Kick	Duck Kick
R	Roundhouse	Knee Drop	Jump Stomp	Sweep
C & R	Super Kick	•	•	•
B	Block	Block	•	Block



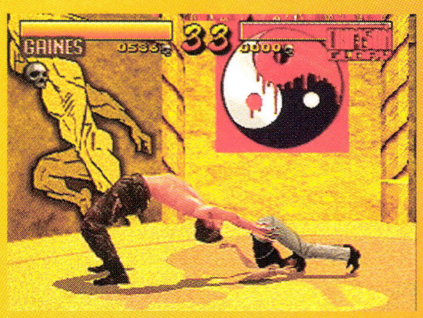


FATALITIES

Back Buster (must be Boosted): Taunt, move close, press Toward + R.



Super Suplex Toss: Taunt, move close, press Toward + A + L.



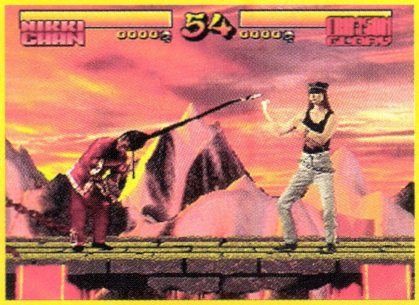
SPECIAL MOVES

Diagonal Punch: Jump Up, Press Down/Toward + L.

Flying Kick: Flip Toward, press Up + R.

Hair Whip: Sweep Forward, press A (for a slow Whip) or L (for a fast Whip).

Hair Whirl: Hold B, hold L.



Leg Suplex: Flip Toward, press R.

Spin Kick: Sweep Back, press R.

Spinning Jump 1: Press Down/Back + R.

Spinning Jump 2: Flip Toward, press L.

Spinning Jump 3: Flip Back to edge of screen, hold Up.

Split Kick: Flip, press C + R when vertical.



Torpedo: Charge Back, press Toward + L.

Upperkick: Press Down/Back + R.



Tamara Genest (Nikki Chan) strikes a Lorena Bobbitt pose for the camera. Now that's one finishing move I don't want to see!

NIKKI CHAN



Name: Tamara Genest

Profile: Tamara is a Harvard Law student who recently returned to the States after spending two years in Japan on a Fullbright scholarship. (Isn't ***anyone*** in this game just a plain ol' moron like me?) Tamara is a friend of Andy Gavin; she attended Bryn Mawr College while Andy attended the adjacent Haverford. Tamara has since become the bride of one Alexander Hinds; the pair eloped to San Francisco and got hitched without telling anyone, not even their shocked parents.



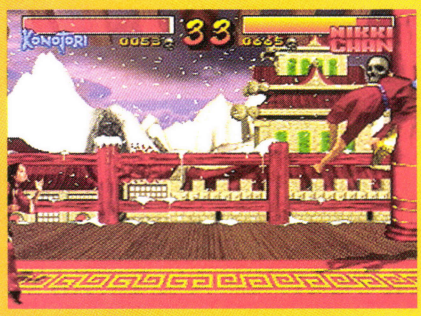
Tamara Genest (Nikki Chan) stretches to give Jason Rubin a better look at her footwear.



Jason Rubin assists Tamara Genest (Nikki Chan) with the mother of all hair extensions.

FATALITIES

Blow Off: Charge Back, press C + R.



Heart Breaker: Move close, press Toward + A + B + C.





NIKKI CHAN

REGULAR MOVES

BUTTONS	NORMAL	CLOSE	JUMP	DUCK
A	Jab	•	Jump Jab	Duck Jab
A Rapidly	Turbo Jab	•	•	•
L	Punch	Suplex	Jump Punch	Duck Punch
A & L	Super Punch	•	•	•
C	Kick	Knee	Jump Kick	Duck Kick
R	Roundhouse	Roll Throw	Jump Stomp	Sweep
C & R	Super Kick	•	•	•
B	Block	Block	•	Block

THE NINJA



Name: Jason Rubin

Profile: Now the truth can be told: Jason Rubin is indeed the man in black.

Sayeth the Dogs: "After doing games for ten years, we took a break. Andy went to grad school and I went to college in Newport Beach, California, and taught myself 3-D graphics. When we started ***Way of the Warrior***, I was in Newport Beach and he was in Massachusetts. Andy told me 'I have this [fighting game] engine and I want to put a character in.' So what's the stereotypical fighting-game character? A ninja." Ironically, this stereotypical character ended up being a tremendous amount of work: "We ended up filming the Ninja five times." Another interesting factoid: "There were two megabytes of RAM in the 3DO when we started the game, but then they announced three megs in the release version. So the Ninja almost doubled in size—all the characters did—because we had that much more memory to play with."



SPECIAL MOVES

Diagonal Kick: Jump Back, press Down/Toward + C.

Electric Zap: Sweep Forward, press A (for a slow Zap) or L (for a fast Zap).

Hurricane Kick: Sweep Back and press R.



Invisibility: Hop Back, press L + R. (The Invisibility lasts until the Ninja is hit by his opponent.)

Jumping Spin Kick: Jump, press Back + R.

Knife Attack: Press A + C.

Leaping Kick: Press Toward + R.

Rapid Defense Kick: Hold B to block and press C rapidly.

Slide Kick: Press Down/Toward + C.



Spin Kick: Press Back + R.

Fade Out: Press Down + A + B + C.

Uppercut: Press Down/Back + L.

FATALITIES

Electrocution: Sweep Toward, press A + L.



Reverse Hari Kiri: Move close, sweep Forward, press A + C.



REGULAR MOVES

BUTTONS	NORMAL	CLOSE	JUMP	DUCK
A	Jab	Elbow	Jump Jab	Duck Jab
A Rapidly	Hyper Punch	•	•	•
L	Punch	Throw	Jump Punch	Duck Punch
A & L	Super Punch	•	•	•
C	Kick	Head Butt	Jump Kick	Duck Kick
R	Roundhouse	Roll	Jump Stomp	Sweep
C & R	Super Kick	•	•	•
B	Block	Block	•	Block

SPECIAL MOVES

Diagonal Kick: Jump Back, press Down/Toward + C.

Downward Slash: Jump, press Down + L.

Flying Kick: Press Toward + R. (Hold R to increase the Kick distance.)

Long-Range Slice: Sweep Toward, press R.

Running Charge: Charge Back, press Toward + R.

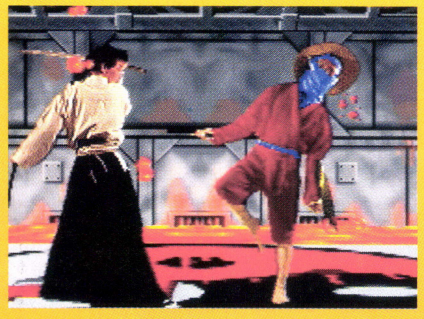


Shuriken 1: Sweep Toward, press A (for a slow Shuriken) or L (for a fast Shuriken).

Shuriken 2: Press A rapidly, Sweep Toward, press A rapidly.

Slice & Dice 1: Charge Back, press A rapidly.

Slice & Dice 2: Sweep Forward, release pad, press and hold R.



Slide Kick: Press Down/Toward + C.

Sword Uppercut: Sweep Back, press L.

NOBUNAGA



Name: Steve Chan

Profile: Steve is a Ph.D. student in biology at Harvard U who met the Dogs on a plane flight when they noticed Steve reading a computer graphics magazine and started up a conversation. It turned out that Steve had recently bought a $15,000 Macintosh setup and wanted to get into the multimedia market. Upon learning that Andy and Jason were hard at work on ***Way of the Warrior***, Steve recruited Chris Sanford (Fox) from his dojo and became heavily involved in the project. He did a healthy amount of graphics work on the game, helping the Dogs to process the mind-boggling number of animation frames for each character.

Sayeth the Dogs: "Nobunaga is based on a character from a Japanese anime film called ***The Castle of Cagliostro***. He's a very quiet swordsman, always turned away from the opponent, always keeps his sword sheathed until he needs to use it."



Steve Chan (Nobunaga) steps out of character by showing off his cool shades and pearly whites.



Jason Rubin combs out Steve Chan's (Nobunaga) wig while Andy Gavin hacks away in the background.



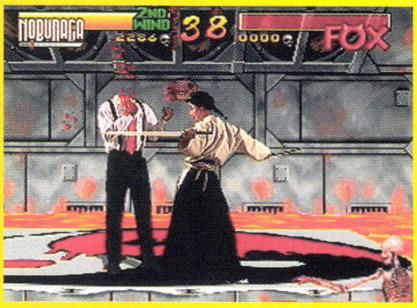
Steve Chan (Nobunaga) and Jason Rubin stage an impromptu swordfight during the filming session.

FATALITIES

Slice in Half: Charge Back, press Toward + L.



Sword Decap: Taunt, sweep Back, press L + R.



NOBUNAGA



REGULAR MOVES

BUTTONS	NORMAL	CLOSE	JUMP	DUCK
A	Jab	Chin Crack	Jump Slide	Duck Jab
L	Slice	Push Away	Jump Slash	Duck Punch
A & L	Super Slice	•	•	•
C	Kick	•	Jump Stab	Duck Kick
R	Slash	Hand Throw	Jump Chop	Sweep
C & R	Super Slash	•	•	•
B	Block	Block	•	Block

SHAKY JAKE



Name: Mitch Gavin

Profile: Mitch is the younger brother of Andy Gavin, a wannabe bass player and an economics student at Boston University. When asked about Mitch's ample gut (as seen in one of Jake's victory poses), Andy replies: "He doesn't really have a gut. There's just something about that shot that makes it look that way. He's been embarrassed about that frame ever since."

Sayeth the Dogs: "Mitch goes through all sorts of interesting '60s and '70s hairdos. The latest experimental phase was nine months ago; he hasn't cut it since." So where'd the Dogs get that cool staff? Says Andy: "Mitch gave me that staff as a birthday present while wearing the same wardrobe that he used for Shaky Jake." And finally, an amusing revelation about Jake's other weapon: "The whiskey bottle was actually a quarter-filled bottle of Jim Beam." (Insert your own amusing mental picture of a stinking-drunk Mitch trying to execute moves.)

FATALITIES

Barbecue: Sweep Toward, press C + R.



Pole Impale: Move close, charge Back, press Toward + L.









SPECIAL MOVES

Air Torpedo: Jump Back, press Down/Toward + R.

Buck Knife Throw: Sweep Toward, press L.

Outback Smack: Sweep Back, press R.



Pole Throw: Move close, press Down/Toward + L.



Pole Uppercut: Sweep Back, press L.

Teleport: Press Down + A + B + C.

Torpedo: Charge Back, press Toward and R. (Hold R to increase the Torpedo distance.)

Whiskey Flame: Sweep Toward, press R.

REGULAR MOVES

BUTTONS	NORMAL	CLOSE	JUMP	DUCK
A	Jab	Pole Jab	Jump Jab	Duck Jab
L	Punch	Push Away	Jump Punch	Duck Punch
A & L	Super Punch	•	•	•
C	Kick	•	Jump Kick	Duck Kick
R	Roundhouse Bear Hug	•	Jump Stomp	Sweep
C & R	Super Kick	•	•	•
B	Block	Block	•	Block

KULL

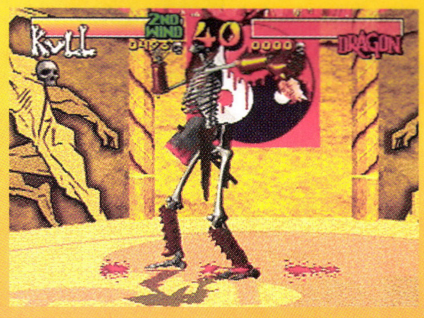


Profile: To play as Kull (which you can only do in Versus Mode), go to the NAMES option on the main menu. Enter the name A GAVIN (with a space between A and GAVIN) and the birthday JUN 11 1970. Now go to the GAME option and select VERSUS MODE. When the character selection screen appears, move the cursor to Crimson Glory, then move the cursor to the right to select Kull. (You can use this code in combination with the High Abbot code below; just move the cursor to the right again to select between the two bosses.) Kull can't jump or duck.



FATALITY

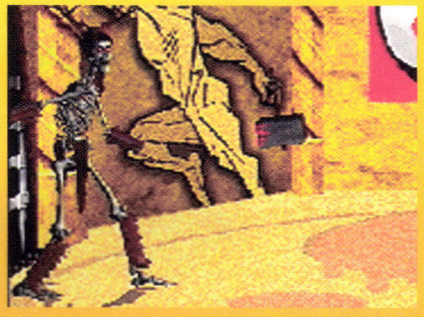
Helmet Grind: Taunt, move close, press Toward + A + B + C.



SPECIAL MOVES

Charging Knee: Charge Back, press Toward + R.

Hammer Throw: Sweep Toward, press A (for a slow Throw) or L (for a fast Throw).



Headbutt: Move close, press Toward + L.

Slide Kick: Press Down/Toward + C.

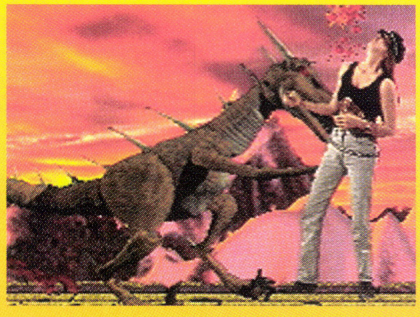
Suplex: Move close, press R.

Uppercut: Press Down/Back + L.

SPECIAL MOVES

Diagonal Claw Kick: Jump Back or Toward, press Down/Toward + C.

Dragon Bite: Move close, press Toward + C + R.



Dragon Breath: Sweep Toward, press L.

Rolling Attack 1: Press Down/Toward + R.

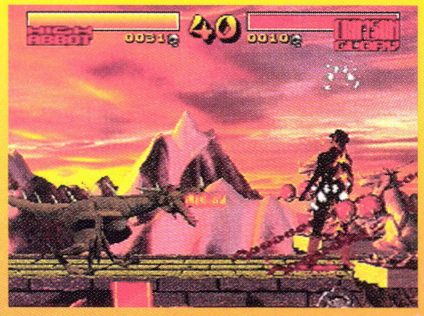
Rolling Attack 2: Charge Back, press Toward + R.

Tail Sweep: Press Down/Back + L.



FATALITY

Barbecue: Sweep Toward, press A + L.



HIGH ABBOT



Profile: To play as High Abbot (which you can only do in Versus Mode), go to the NAMES option on the main menu. Enter the name J RUBIN (with a space between J and RUBIN) and the birthday JAN 6 1970. Now go to the GAME option and select VERSUS MODE. When the character selection screen appears, move the cursor to Crimson Glory, then move the cursor to the right to select High Abbot. (You can use this code in combination with the Kull code above; just move the cursor to the right again to select between the two bosses.) High Abbot can't jump straight up, duck or do air attacks.

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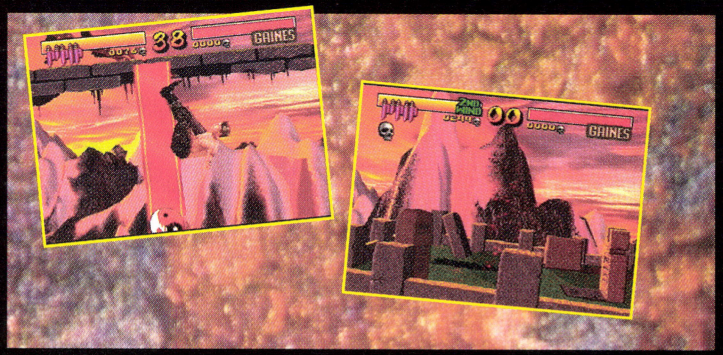


CIRCLE #111 ON READER SERVICE CARD.

ROOM FATALITIES



Bridge: Finish off your opponent with an Uppercut (or equivalent move) and watch as he plummets off the bridge and drops into the Graveyard below.



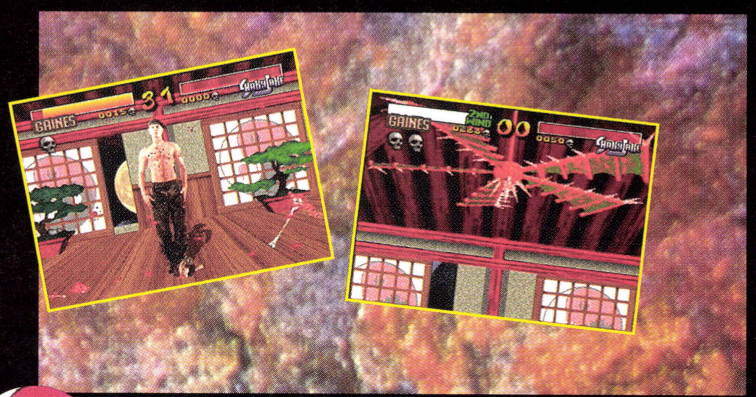
Crimson Glory: Uppercut (Down/Back + L).
The Dragon: Super Kick (C + R).
Fox: Uppercut Kick (Down/Back + R).
High Abbot: Rolling Attack 1 (Down/Toward + R).
Konotori: Fan Slash (Move close, press Toward + R).
Kull: Uppercut (Down/Back + L).
Major Gaines: Uppercut (Down/Back + L).
Nikki Chan: Super Kick (C + R).
The Ninja: Uppercut (Down/Back + L) or Knife Attack (A + C).
Nobunaga: Sword Uppercut (Sweep Back, press L).
Shaky Jake: Pole Uppercut (Sweep Back, press L).

Cliffs: Position your enemy near the middle of the Cliffs and use an aerial attack (usually a Diagonal Kick) to make him take a very long fall.



Crimson Glory: Air Elbow (Jump, Down/Toward + A).
The Dragon: Diagonal Kick (Jump Up, Down/Toward + C).
Fox: Diagonal Kick (Jump Back, Down/Toward + C).
High Abbot: Diagonal Claw Kick (Jump, Down/Toward + C).
Konotori: Diving Torpedo (Jump, Down/Toward + L).
Kull: Unknown. (Might not have one since he can't jump.)
Major Gaines: Splash Dive (Jump Toward, Up + L).
Nikki Chan: Diagonal Punch (Jump Up, Down/Toward + L).
The Ninja: Diagonal Kick (Jump Back, Down/Toward + C).
Nobunaga: Diagonal Kick (Jump Back, Down/Toward + C).
Shaky Jake: Air Torpedo (Jump/Back, Down/Toward + R).

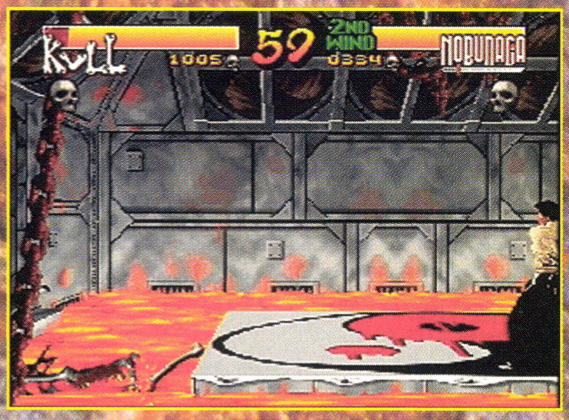
Dojo: Position your enemy near the middle of the Dojo and use an Uppercut (or equivalent) to knock him into the massive ceiling fan, causing his body parts to rain down in a cascade o' carnage. If you do this fatality near either side of the Dojo, you don't get the nifty blood and gore, but you still get credit for the fatality.



Crimson Glory: Uppercut (Down/Back + L).
The Dragon: Super Kick (C + R).
Fox: Uppercut Kick (Down/Back + R).
High Abbot: Rolling Attack 1 (Down/Toward + R).
Konotori: Fan Slash (Move close, press Toward + R).
Kull: Uppercut (Down/Back + L).
Major Gaines: Uppercut (Down/Back + L).
Nikki Chan: Super Kick (C + R).
The Ninja: Uppercut (Down/Back + L) or Knife Attack (A + C).
Nobunaga: Sword Uppercut (Sweep Back, press L).
Shaky Jake: Pole Uppercut (Sweep Back, press L).

ROOM MORE FATALITIES

Pit: In Round 3 of a Pit match, the bridges on the left and right sides of the screen disappear, leaving the combatants to fight on the Triple Yin-Yang platform in the middle. If a player falls or is pushed into the lava, he dies instantly, and his charred skeleton jumps out of the lava in a lovely display of the 3DO's scaling capabilities.

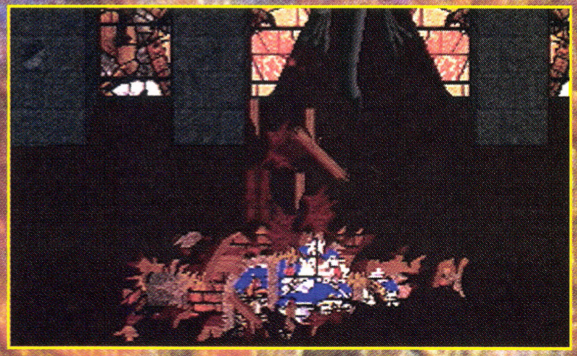


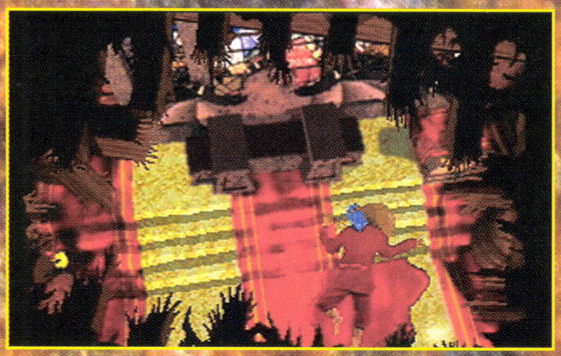


Roof: Here's a tricky little fatality. You use the Uppercut (or equivalent) as with the Bridge and Dojo, but you have to do the Uppercut from ***behind*** your opponent. He smashes through into the Throne Room and dies in a pool of his own blood. (Yummy.) Note that if you do this fatality on the High Abbot or Kull, you don't see them dying on the floor. Instead, you see the Dark Dragon, who's the creature on the throne in the background of the Throne Room.

Crimson Glory: Uppercut (Down/Back + L).
The Dragon: Super Kick (C + R).
Fox: Uppercut Kick (Down/Back + R).
High Abbot: Rolling Attack 1 (Down/Toward + R).
Konotori: Fan Slash (Move close, press Toward + R).
Kull: Uppercut (Down/Back + L). Kull can't jump, so walk past the opponent while he's on the ground.
Major Gaines: Uppercut (Down/Back + L).
Nikki Chan: Super Kick (C + R).
The Ninja: Uppercut (Down/Back + L) or Knife Attack (A + C).
Nobunaga: Sword Uppercut (Sweep Back, press L).
Shaky Jake: Pole Uppercut (Sweep Back, press L).

GOT SOME TIME TO KILL?





MAGIC

Here's a list of all currently known magic spells, their effects and their costs in Skull Points. To cast a magic spell, taunt the opponent and do the controller move ***while*** your character is taunting. Most characters can cast about half a dozen different spells; Kull and High Abbot can cast ***all*** spells.



Spell	Cost	How to Cast	Effect
Confusion	340	Up + A + B	Opponent's controls get funky
Heal A	140	Back + A	Heals about 10% of damage
Heal B	300	Back + B	Heals about 20% of damage
Heal C	800	Back + C	Heals 100% of damage
Invisibility	320	Sweep Back	Makes character invisible
No Jump	320	Down/Back + C	Opponent can't jump
Power Up	380	A + B + C	Powers up character
Shrink	340	Down + B	Shrinks character
Speed Up	500	A Rapidly	Speeds up character
Super Power Up	2400	Sweep Forward, R	One hit kills opponent
Untouchable	440	L + R	Makes character invincible

PSYCHEDELIC WORLD/THE CAVE

To play in the Psychedelic World, also known as the Cave, go to the NAMES option on the main menu. Enter the name PARANOID and the birthday MAY 5 1975. Now go to the ARENA option and select CAVE. Start a VERSUS MODE match and enjoy the mind-bending effects!





MISCELLANEOUS TIPS

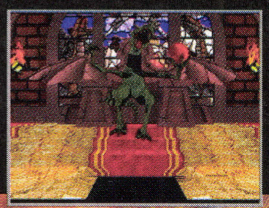


- You can do a **flying attack move** at the start of each round, and you can also do a standing block or backwards hop to avoid an opening air strike.
- **Moves** do less damage when **used repeatedly**, so it's important to mix up your attacks during each round.
- **Taunts** add a considerable amount of damage to your attacks, so don't forget to use them whenever you get the chance.
- If someone tries to get cheesy with a rapid **Turbo Punch** or **Turbo Kick**, keep blocking. After 15 blocked hits, the blue stars from the move start appearing in the same place, and you can stop blocking and ***quickly*** counterattack without being hit.

DON'T CALL THEM BUGS, CALL THEM FEATURES

- Play a VERSUS MODE match with Nikki Chan against Nikki Chan. At the start of the fight, move both Nikkis to the opposite sides of the screen, then have them simultaneously do the Torpedo move. The Nikkis collide in the middle of the screen and get stuck, forcing you to exit to the main menu.
- Play a VERSUS MODE match with High Abbot against Kull in the Throne Room. Allow High Abbot to win and then rematch. The game goes decidedly weird and takes about a minute to start the next match. Also notice that the reflections of H.A. and K. become goofy.





MORE SECRETS?!

Here's a list from David Liu, lead playtester of ***Way of the Warrior***, that details the multitude of secrets in the game. Is it just me, or do you get the feeling there are tricks in ***WOTW*** that won't be discovered until the 21st century rolls around?

1) Special moves: About 15 per character.

2) Fatalities: Two unique to each character, and around five background-specific fatalities. So look for seven fatalities that each character can do.

3) Magic: About 15 total spells, and each character can do a subset (maybe half) of this total. No magics are sequential moves, i.e., none of this L-L-R-A stuff; all magics are ***one move*** (e.g., press Back and R).

4) Secret characters: You can immediately play nine characters. Two bosses brings the total to 11. But wait, there's more! If you are really good, you can fight a total of, say, 14 to 20 characters.

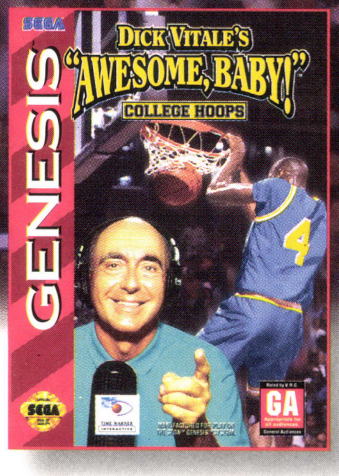
5) Multiple games in one CD: Look for at least a couple other games in this CD, some of which may have little to do with ***Way***. Juicy hint: One of them is a four-player game!

6) Secret graphics: Self-explanatory. Requires you to do an almost superhuman feat to see.

"AWESOME, BABY! ANY WAY YOU LOOK AT IT!"

Here's the only Genesis basketball game with a *3-D rotating court* – and me, *Dick Vitale!*





I live and breathe college hoops. I eat it, I sleep it, I love it. And now you can too! The folks at Time Warner Interactive have created a college basketball game that's so much like the real thing, it's unbelievable! The game is so awesome, I'm proud to have my name on it. Check out the prime time features of ***Dick Vitale's "AWESOME, BABY!" College Hoops:***

- A 3-D scaling and rotating court puts you *in* the game, not just watching from the sidelines.
- Real on-court sounds and commentary from yours truly. You can even use my plays from my college and pro coaching days.
- Real college basketball action and rules, 32 teams in 4 conferences. Choose from Tournament, 2-on-2 Slamfest and Single game modes with 6 speeds and 3 difficulty settings so you can set your own pace.
- 5-man teams with real moves: ball stealing, behind-the-back passes, lay-ups, hook shots, power slam dunks, reverse slams and monster 3-pointers.

Play it and you'll be screaming, *"Awesome, Baby – with a capital A!"*

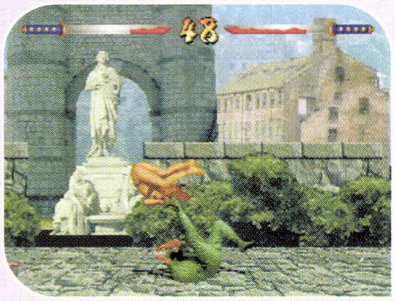
TIME WARNER INTERACTIVE

675 Sycamore Drive
Milpitas, CA 95035
408.473.9400

Rated by V.R.C. ™
GA
Appropriate for all audiences.
General Audiences

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This could be the bloodiest battle ever fought on European soil.



Afrikay didn't just leave her heart in San Francisco. Thanks to the nimble Amazon Queen, she left a few pints of blood, too.



Apparently, the West was won with a charbroiling fireball. But wait till you see what the Comanche has up his sleeve.

KASUMI NINJA

ATARI

So you may have to walk with a slight limp. And people might call you "Lefty" or "Stump." All things considered, though, you got off lucky.

It's just the way things go when you play Kasumi Ninja, the first 32-Meg fighting game for the 64-bit Atari Jaguar. Yeah, things get graphic, all right. There are death moves like scalping, kicks that puncture lungs, and enough blood to make a surgeon hurl.

But, unlike other fighting games, there's a point to all this carnage. Beating your opponent means you sharpen your fighting techniques and acquire secret items that will help you through a 3D labyrinth for your final battle with Gyaku, the possessed Ninja elder.

So after you maim Gyaku and butcher whatever else might come your way, you win. Isn't that worth a limb or two?

DIS

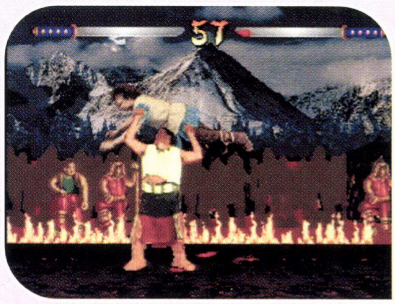


ATARI MADE IN THE USA

Game tips and hints: **1-900-737-ATARI**. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable Forum on GEnie. Type JAGUAR to access this area 24 hours a day. Atari, the Atari logo, Jaguar, the Jaguar logo, Kasumi Ninja and the Kasumi Ninja logo are trademarks or registered trademarks of Atari Corporation. Copyright 1994, Atari Corporation, Sunnyvale, CA 94089-1302. All rights reserved.



It's a jungle in there. Good thing Afrikay has the street-brawling skills needed to fight her way out.

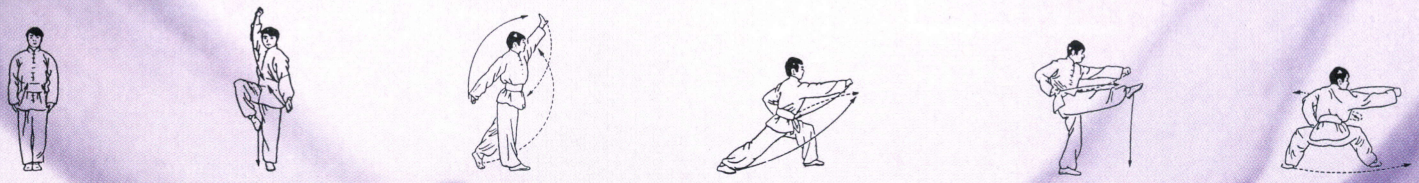


The brute strength of Pakawa allows him to bench press even the most ruthless of barbarians.



The Ninja feels at home in his 3D texture-mapped shrine. And his morning routine consists of blood aerobics.

HELP, I'VE BEEN MEMBERED AND I CAN'T GET UP.





JAGUAR™ 64-BIT

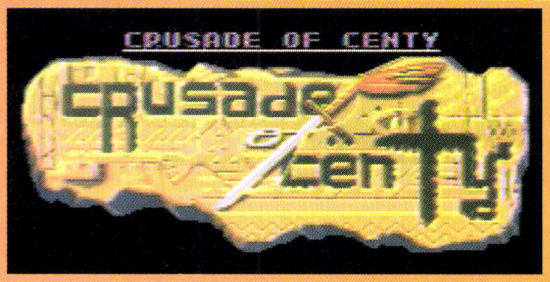
DO THE MATH

INTERACTIVE MULTIMEDIA SYSTEM

CIRCLE #112 ON READER SERVICE CARD.

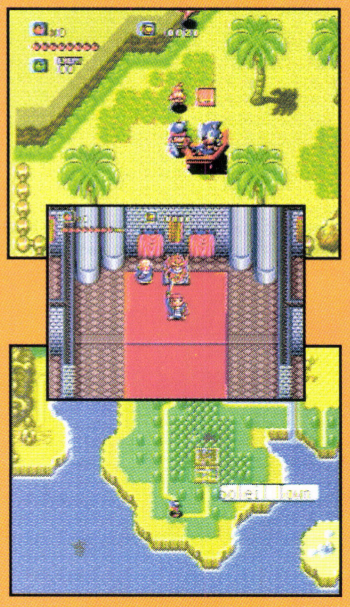
PREVIEWS

Crusade of Centy
SYSTEM
Genesis
PLAYERS
1
SIZE
16 Megs
AVAILABLE
1995
PUBLISHER
Atlus
DEVELOPER
NexTech









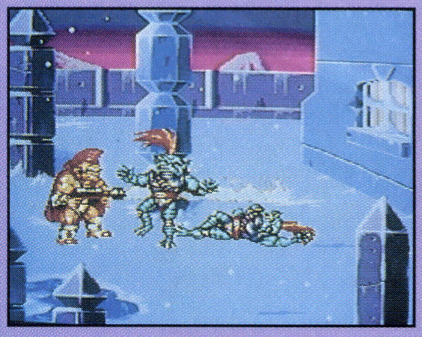
A *Zelda*-type game for the Genesis? At last! You're not sure what your ultimate mission is until the game progresses. You're a boy coming of age who meets a fortune teller. She renders you unable to communicate with human beings, but you *can* speak to plants and animals. Each animal has a specific skill whose attributes you take on. A dog will make you swing your sword faster. A cheetah makes you run faster. Get the picture? You find out there are monsters underneath the earth who are emerging to take over. The game's final message is that you don't have to kill the monsters to complete your mission, but hey, what fun is that? Just kidding.

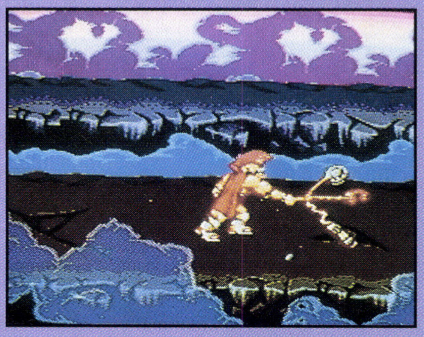
Stone Protectors
SYSTEM
Genesis
PLAYERS
1 or 2
SIZE
16 Megs
AVAILABLE
December
PUBLISHER
Vic Tokai
DEVELOPER
EuroCom

STONE PROTECTORS

Your favorite action figure/cartoon characters in their own Genesis game: Angus, Cornelius, Chester, Maxwell and Clifford. It's you against those very bad guys, Zok and Zink. A beat-'em-up adventure for all who love those half-human trolls. Look for a Super NES version from Kemco, coming soon.







Dragon Lore
SYSTEM
3DO/Sega CD
PLAYERS
1
AVAILABLE
1995
PUBLISHER
The Software Toolworks
DEVELOPER
Cryo Interactive



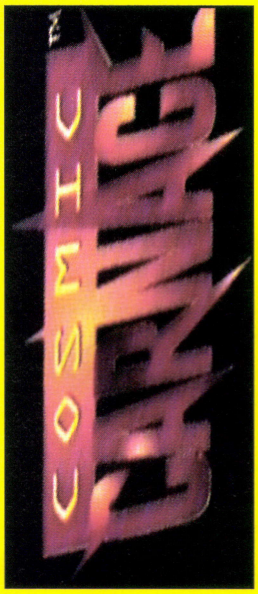


DRAGON LORE



You are Werner Von Wallenrod, and you're out to stop Chaos from destroying the peaceful valley that is your home. Find the family Dragon, become a Dragon Knight and defeat the greatest evil of all!

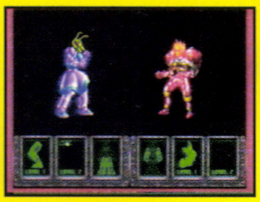
360 degrees of vision and complete freedom to move wherever you want within your gaming environment. Panoramic, 3-D rendered full-screen graphics. Plus you're able to interact with other characters in first-person perspective. Nifty.

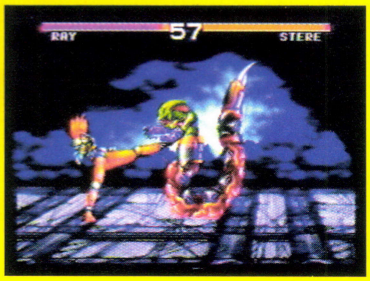


Originally titled *Cyber Brawl*, this one-on-one fighting game features human and alien characters who do battle in outer-space arenas that zoom in and out depending on how close you are to your opponent. Players can choose different levels of armor prior to each battle, which gives you more defensive power but may slow you down. A unique feature of *Cosmic Carnage* involves scaling of the characters' limbs as they attack to make it look like they're bulging out of the screen.









Watch the armor fly—some of the characters will finish fights in their underwear!

Cosmic Carnage
SYSTEM
Genesis 32X
PLAYERS
1 or 2
AVAILABLE
December
PUBLISHER
Sega
DEVELOPER
Sega



Fans of FASA's *Battletech* series—and the many games based on it—will dig *Metal Head*; it's a one-player action/adventure game in which you control a giant robot who stombs through cities shooting at other giant robots. None of this stylized, *Power Rangers* type of stuff, either; these machines are of the hulking, lumbering sort. Fortunately, it's not hard to gather a full head of steam and stampede down the city streets at a decent speed. Our preview copy allows players to choose from six different perspectives—including first-person, overhead, over-the-shoulder and "crotch-cam"—though these specifics may change.









With a double-tap on the control pad, you can double your walking speed in *Metal Head*.

Metal Head
SYSTEM
Genesis 32X
PLAYERS
1
AVAILABLE
December
PUBLISHER
Sega
DEVELOPER
Sega

MOTOCROSS Championship





If you take a spill, your character calmly lifts the bike and climbs back on.



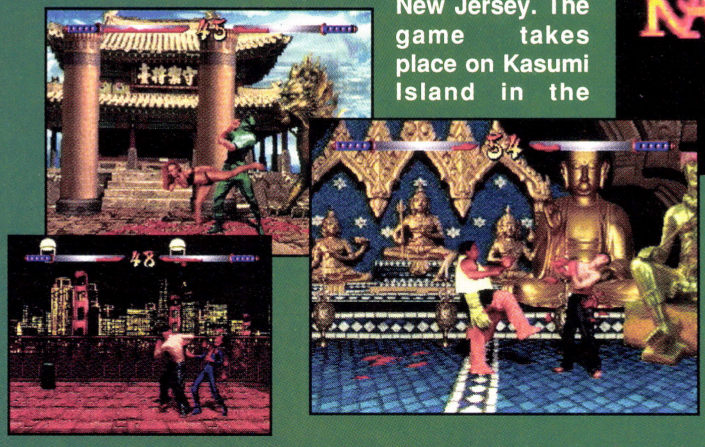


This 32X motocross racing game offers something different to players who were sold on the hardware by checking out *Virtua Racing Deluxe*. *Motocross Championship* features 12 courses, three different bike classes and two racing perspectives—one from behind the driver and one from slightly above and behind. Look for some interesting obstacles on the sides of the track, including cars, spectators of all shapes and sizes and girls in bikinis.

Motocross Championship
SYSTEM
Genesis 32X
PLAYERS
1
AVAILABLE
December
PUBLISHER
Sega
DEVELOPER
Artech Digital Entertainments

Kasumi Ninja
SYSTEM
Jaguar
PLAYERS
1 or 2
SIZE
32 Meg
AVAILABLE
December
PUBLISHER
Atari
DEVELOPER
Hand Made Software

A fighting game for the Jag—and you're a ninja, no less. That means you could probably stay under water for maybe ten minutes or so. You could probably jump real high too, and then kick some butt from here to New Jersey. The game takes place on Kasumi Island in the West Pacific Rim, the source of some of the greatest Ninja warriors for many generations. The game features digitized actors and plenty of blood; it's the first Jaguar game to be developed by Hand Made software, best known for killer Lynx titles like *Dracula—The Undead.*

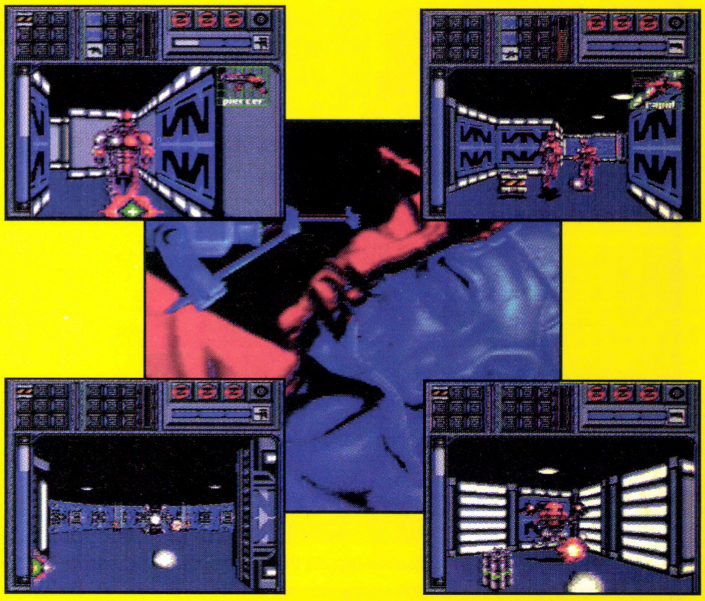




Battle Frenzy
SYSTEM
Genesis
PLAYERS
1
SIZE
16 Megs
AVAILABLE
December
PUBLISHER
Domark
DEVELOPER
Domark

battle frenzy

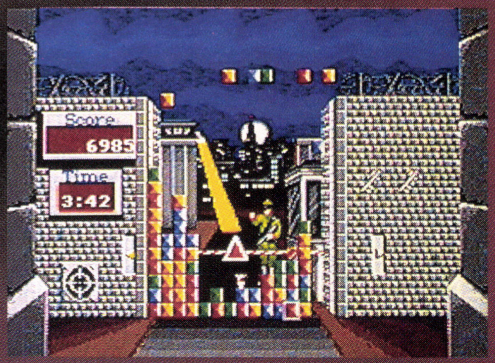
It's a seizure-inducing, foam-at-the-mouth, hurt-your-loved-ones, eat-at-your-brain frenzy. Eight animated robots and ten firepower selections. Killing-machine robots are on their way to Earth, and if you don't disable them, they'll set off Nova Bombs that'll destroy everything. Wipe out their plasma nodes as an Elite Trooper with a Battle Frenzy Chip implanted in your brain. The BFC gives you super strength, lightning reflexes and the continuing need to kill. You'll kill the robots; you'll kill fellow officers. You're in a *Battle Frenzy*!



BreakThru
SYSTEM
Genesis/ Super NES
PLAYERS
1 or 2
SIZE
2 Meg
AVAILABLE
December
PUBLISHER
Spectrum HoloByte
DEVELOPER
ZOO Corp.

BreakThru is the first in Spectrum HoloByte's new line of puzzle games endorsed by Alexey Pajitnov (he's the guy who created *Tetris*). The object of the game is to get rid of a wall, brick by brick. The bricks are arranged by color. It's cool because behind the wall might be the skyline of San Francisco or Berlin or New York. There are multiple levels with increasing difficulty and speed, and a "Child" mode too. Bricks—I love 'em.



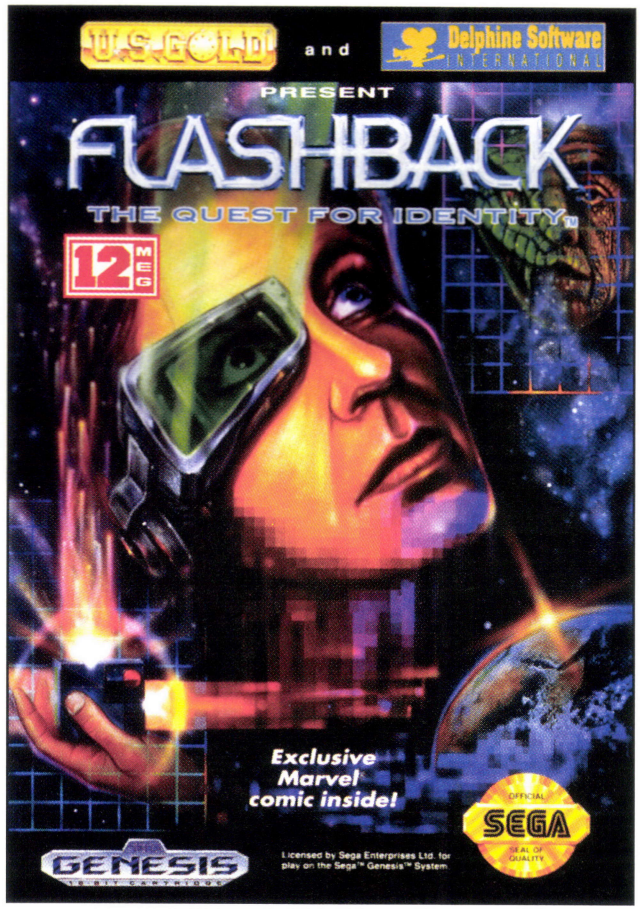


BEST ACTION ADVENTURE

RGP GAME OF THE YEAR
SEGA

EDITOR'S CHOICE
THREE CONTINUOUS MONTHS
ELECTRONIC GAMING MONTHLY

GAME OF THE YEAR
GAME INFORMER



BEST OF SHOW WINTER CES
NINTENDO POWER

ACTION ADVENTURE OF THE YEAR
GAME PRO

EDITOR'S CHOICE
GOLD AWARD
ELECTRONIC GAMING MONTHLY

NOW IT TAKES LESS THAN EVER TO LOSE YOUR MIND

According to experts, Flashback may be the best action/adventure game ever. You discover an alien conspiracy, so they capture you and erase your memory. Now, you must retrieve your memory and battle through 7 levels of aliens, robot cops, replicants and traps. Flashback features the most lifelike animation ever created for a video game. In fact, it's so good, the only way to improve it was to lower the price.

$39.95

Genesis version.
Also available for Super Nintendo Entertainment System.® Prices may vary by format and retail outlet.

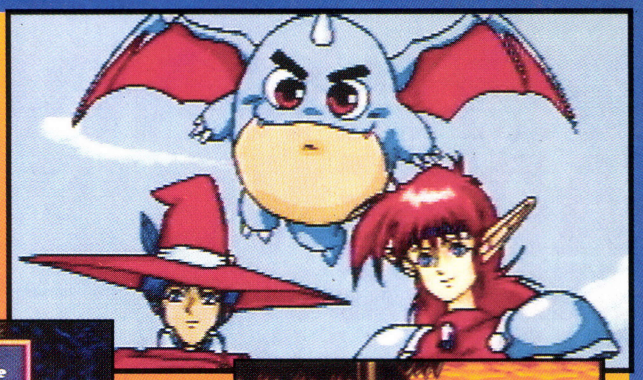
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CIRCLE #113 ON READER SERVICE CARD.

Popful Mail
SYSTEM
Sega CD
PLAYERS
1
SIZE
CD
PUBLISHER
Working Designs
DEVELOPER
Falcom

Popful Mail

Popful Mail is a female bounty hunter who wants to become filthy rich and very famous. Sounds like my kind of girl. She's looking for a wizard called Muttonhead who has a two million gold bounty on his head. On her journey she finds out that Muttonhead and the evil Overlord are involved in a plot to destroy the world. She's going to stop them. An RPG with 40 to 50 hours of gameplay! Plus over 16 bosses, two and a half hours of audio dialogue and 20 minutes of animated intermissions.







Watch out for the horned penguin in the sky!

Dirt Trax FX
SYSTEM
Super NES
PLAYERS
1 to 8
PUBLISHER
Electro Brain
DEVELOPER
Sculptured Software

Dirt Trax FX

More of that Super FX chip! *Dirt Trax FX* uses 256 colors for especially groovy graphics. 25 different racing tracks constructed with 3-dimensional polygons. Eight characters (sprites, not polygons) with different personalities and racing styles and their own theme songs. What's really great are the mud puddles. Mud puddles on every track with realistic mud splattering all over the place. Then there's the party mode. That's right, party mode: You and seven friends get together for Super FX fun.





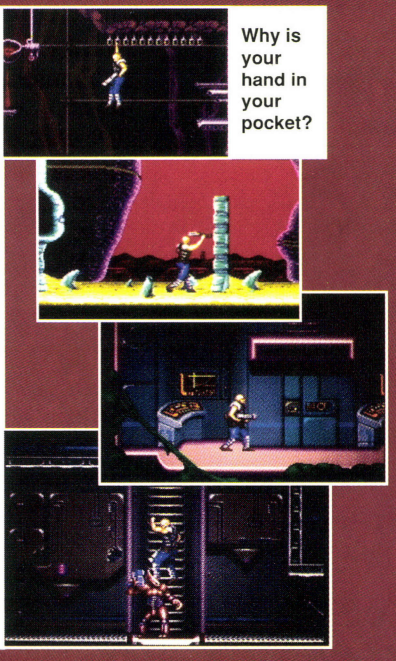


Pop a wheelie.

Future Zone
SYSTEM
Super NES
PLAYERS
1
SIZE
16 Meg
PUBLISHER
Electro Brain
DEVELOPER
Visual Concepts



You are Jason Baker Kane, and you are sentenced to the *Future Zone*, a mechanized alien limbo that also serves as a giant prison for enemies of the state. Sort of like that movie *No Escape*, but in outer space. Make your way through 16 levels of mechanized alien worlds involving three different types of gameplay: flight simulation, first person 3-D mazes and side-scrolling action levels. You will engage in hand-to-hand combat, weapons combat and interactive character dialogue.



Why is your hand in your pocket?

ZERO™

The KAMIKAZE Squirrel

Zero in on it!









The evil Jacques Le Sheets has a twisted plot to create counterfeit money. And to make the paper, he's ravaging the wooded homeland of Zero the Kamikaze Squirrel! Master Zero's full arsenal of Ninja techniques and weapons as you swoop, spin and dive through fifteen levels of sizzlin', 16 meg fun.

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This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

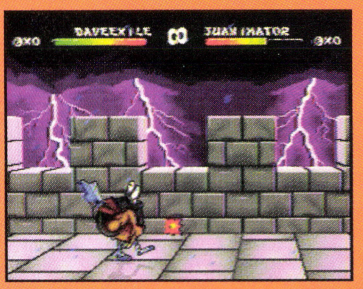
SUPER NINTENDO ENTERTAINMENT SYSTEM

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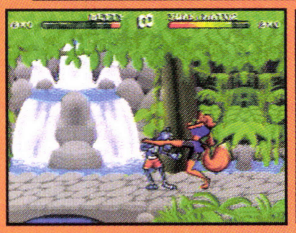
CIRCLE #114 ON READER SERVICE CARD.

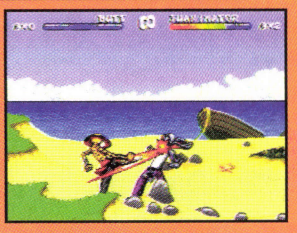
Brutal
SYSTEM
Genesis/
Super NES
PLAYERS
1 or 2
SIZE
16 Meg
AVAILABLE
December
PUBLISHER
Cybersoft
DEVELOPER
EuroCom





The Dali Llama has called for a gathering of the world's greatest martial artists at Brutal Island. This time they're putting their cartoon-style combat to work for the Super NES and Genesis. (You may be familiar with the Sega CD version.) It's you and Kung Fu Bunny once again. Hopefully, "Turbo Nutter" will be another one of your options—speeds everything up. Apparently the control has been improved from the Sega CD version, making it easier to execute special moves.



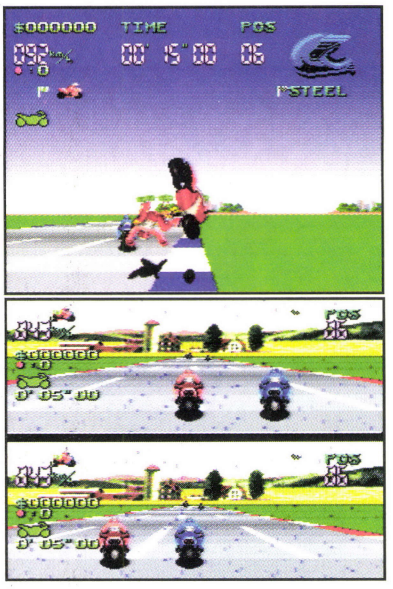


Full Throttle Racing
SYSTEM
Super NES
PLAYERS
1 or 2
SIZE
16 Megs
AVAILABLE
Now
PUBLISHER
Game Tek
DEVELOPER
Gremlin Graphics

A water bike and motorcycle racing game—it's the Race America Cup. Tour the land from the Appalachian Mountains to San Francisco to Death Valley. Those Mode 7 graphics will set your butt on fire! Everyone's vying for a Class "A" position in the race and they'll beat the crap out of you to get it. Literally beat you. Your opponents will try to knock you off your motorcycle or water bike. Be on the look-out.





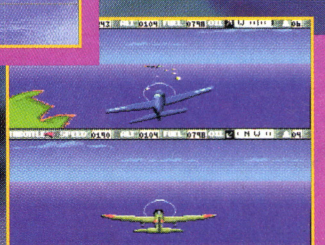


Carrier Aces
SYSTEM
Super NES
PLAYERS
1 or 2
SIZE
16 Megs
AVAILABLE
December
PUBLISHER
Game Tek
DEVELOPER
Synergistic Software









Carrier Aces is a World War II fighter pilot simulation. Play as either a Japanese or an American pilot and duke it out for control of the sea. Play against the computer or play against a friend. Choose from several missions and several aircraft, including four types of fighters, two types of dive bombers or two types of torpedo bombers. Split-screen perspective, tactical maps, plane-to-plane dog fights—every war freak's dream come true.

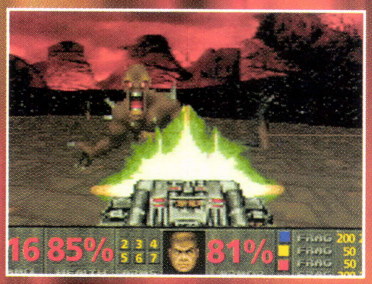
DOOM

now there's a place

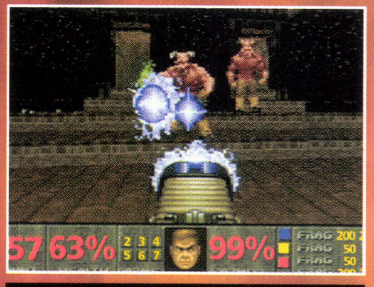
MORE VIOLENT than earth.



WHO BETTER TO GREET YOU ON THE SHORES OF HELL, THAN HORNED PINK DEMONS? GOOD THING YOU PACKED YOUR CHAINGUN.



NOTHING CLEARS A ROOM OF IMPS FASTER THAN THE BFG 9000.



BARONS OF HELL--YOU CAN'T LIVE WITH 'EM, YOU CAN'T KILL 'EM WITH ANYTHING LESS THAN A PLASMA RIFLE.

WELCOME TO DOOM FOR THE JAGUAR 64-BIT INTERACTIVE MULTIMEDIA SYSTEM. IT'S PURE HELL, 64-BIT STYLE. FROM THE MOMENT YOU ENTER THE DARK HALLS OF DOOM TILL THE LAST GUNSHOT OF THE GAME, YOU'LL PATROL NEVER-SEEN-BEFORE LEVELS AND FACE AN ARMY OF VICIOUS ASSASSINS PRIMED TO TAKE YOU OUT. SATANIC DEMONS, LOST SOULS, FIRE-BREATHING MONSTERS. YOU MAY BE SPOOKED, BUT YOU SURE WON'T BE LONELY. WITH ITS 32-MEG CART, ULTRA-REAL, TEXTURE-MAPPED CORRIDORS, LIGHTNING-FAST MOVES, TRUE 3D GAME PLAY, AND A BOTTOMLESS PIT OF HIGH-ACTION PLAY OPTIONS, DOOM IS A 64-BIT SHOWCASE GAME GUARANTEED TO UNLEASH THE POWER OF JAGUAR. SO SET YOUR COURSE, PACK YOUR KILLER INSTINCT, AND GO TO HELL.

JAGUAR 64-BIT DO+THE MATH

INTERACTIVE MULTIMEDIA SYSTEM

ATARI MADE IN THE USA

Game tips and hints: **1-900-737-ATARI** 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable Forum on GEnie. Type JAGUAR to access this area 24 hours a day. Actual screens may vary. ATARI, the Atari logo, Jaguar and the Jaguar logo, are trademarks or registered trademarks of Atari Corporation. Copyright 1994, Atari Corporation, Sunnyvale, CA 94089-1302. All rights reserved. Doom™ Copyright by Id Software. All rights reserved.

CIRCLE #115 ON READER SERVICE CARD.



JUST A REMINDER:
NOT EVERYONE WINS.



PITFALL™

THE MAYAN ADVENTURE

Panic is a human reaction. It's natural to panic when you're swinging from a vine above a crocodile pit. Crocodiles feed on panic. They can smell it. So you tell yourself not to panic.

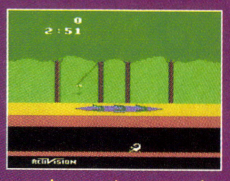


Explore haunted Mayan ruins.

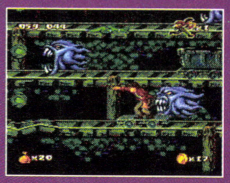


2000 frames of awesome animation.

But it's too late. By then it's over. • Pitfall is the vine-swinging adventure that pits you against the evil of the Mayan jungle. Jaguars. Snakes. Rats. Hawks. Quicksand. Evil Mayan Warriors. What's your arsenal? A slingshot. A boomerang. Exploding stones. And, the head on your shoulders. • It's the legendary Pitfall, back with eye-popping graphics and a pulse-pounding, jungle soundtrack. Run, swing, skate and bungee through incredible, nerve-wracking worlds in the jungle adventure that started it all. Pitfall: The Mayan Adventure. No, winning isn't everything. But losing bites!



Includes the original Atari 2600 version



Take a ride on an abandoned mine car.



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CIRCLE #116 ON READER SERVICE CARD.

DOOM

GO TO HELL AND BACK AS YOU PLAY THE GREATEST 3-D GAME EVER CREATED.

by Jeffrey Adam Young

Doom. Four letters, one syllable and a major international phenomenon. Never before has a computer game gathered such a cult following. You may have heard the buzz and wondered how a game that plays on IBM computers could capture the attention of arcade, console and PC gamers as well as ordinary Joes who've never touched a video game in their lives. *Doom* puts players in a first-person perspective smack-dab in the middle of Hell! People's fascination with this infernal world and its kill-or-be-killed environment makes it easy to understand the success that *Doom* has enjoyed so far.

32X and Jaguar owners will be able to take a first-hand look at what the fuss is all about when *Doom* is released on both systems this year. If you're not a computer player, you may recognize Id Software as the original developer of *Wolfenstein 3-D*, which was initially released in IBM PC format before migrating to the Super NES.



The Jaguar version of Doom contains all the levels from the PC.



The shotgun has a nice kick to it.

SHOOTING THE BADDIES

Wolf established the basis of a 3-D environment that reacted in real-time to button presses. In *Doom*, the 3-D environment has been drastically refined to include everything from realistically textured surfaces to panning stereo sound effects that help the player hunt down the enemy's hiding places by listening to where the evil grunts are coming from.

Id Software's Technical Director, John Carmack, is responsible for programming the Jaguar code for *Doom* and Sega's John Flamm is the wizard behind the 32X version. Flamm worked closely with Carmack to make sure that the 32X version was loyal to the original PC version in gameplay. Flamm consulted with Id on many major decisions during the creation of the 32X game, so it's no wonder that the game will allow players to use cheat codes and that none of the gruesome violence was left out.

John Carmack was the architect behind the action and interaction in *Wolfenstein 3D* and *Doom*. *Wolfenstein* was an outgrowth of *Catacombs 3D*, a shareware game created by a company named Softdisk. About *Catacombs 3D*, Carmack reminisces "It was done in the space of three weeks. It contained all the elements of action and texture mapping that *Wolfenstein* had, but they were just a klutz of a company who fumbled the opportunity."



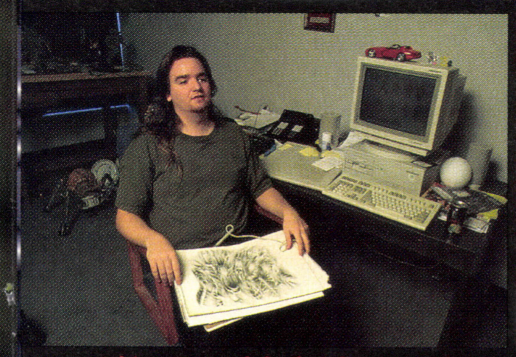
John Carmack gets ready to shave Dave Taylor. Frightened artists Kevin McCloud and Adrian Carmack look on.

The programmers at Id use the Next Step development platform to create their games. Once a program is created in this environment, it's easy to compile it down for different platforms like DOS, Windows, Jaguar, or Macintosh—heck, even 32X. It seems ironic that the relatively obscure Next computer is indirectly responsible for creating the best computer game to date.

BABY DOOM-ER

So what's going into the Jag and 32X versions of *Doom*?

The PC version featured three missions, each of which contained eight or nine levels and an end-boss. Because of memory restrictions, the 32X version will contain a melange of levels from the first



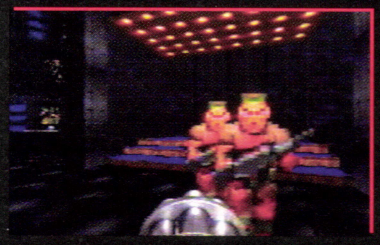
Adrian Carmack had nightmares when he first began conceiving the art and concepts for *Doom*.

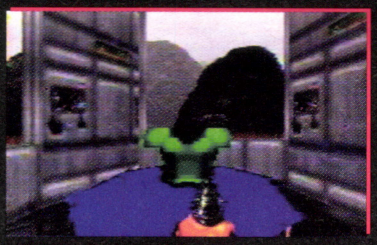


Id software used models sculpted from clay to help create *Doom*'s 3-D monsters and nightmarish environment.



Artist Kevin Cloud comes in to the office early and he works real late. But, he has an extra brain!



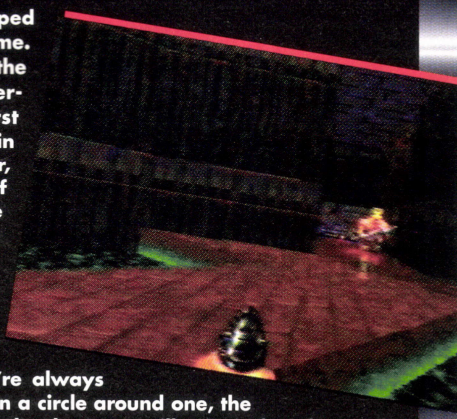


Sega's 32X version of *Doom* features 15 levels of life threatening action!

32X DOOM

three episodes, all lumped into one continuous game. There will be none of the Spider-Demon or Cyber-Demon bosses that first reared their ugly heads in the PC version. However, scaled down versions of the Spider-Demon can be seen scurrying through the hallways on the 32X.

The other major difference between the PC and 32X versions is that the characters are two-dimensional—in that they're always facing you. If you try to run a circle around one, the background will move, but the character will remain face-forward. With these exceptions in mind, *Doom* for the 32X is still a very playable game that preserves the feel of the original. The sound effects in the 32X version get a big face-lift from those you've heard from your Genesis in the past. Crystal-clear digitized









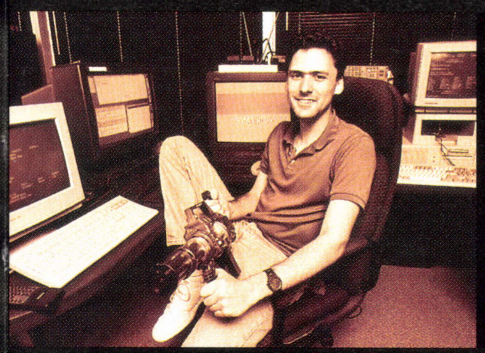






Doom's obsessive gameplay has prompted some companies to issue warnings about playing the game on company time. Fortunately, at *VideoGames*, playing *Doom* is part of the job. The things we have to do to please you readers!

"I don't believe in censorship, but I wouldn't oppose something that states that *Doom* is violent."



Dave Taylor (holding weapon) takes a relaxing break from programming *Doom*.



Adrian Carmack (no relation to John Carmack) thought up some of *Doom*'s most hellish bosses.





The Jaguar version of *Doom* contains all 24 levels from the original PC game. Essentially it's a direct port. There are also three hidden levels in addition to the original 24. Can you find them? *VideoGames* knows the secrets.

samples will add to the experience of facing off with a flying Cacaodemon, the spherical nightmare lurking in the corners of later levels of *Doom*.

According to John Flamm, the speed of the 32X version will be at least equivalent to the speed that displays from a 486-based PC. Additionally programmed by Unni Pillai and Bob Hardy, *Doom* is in the first flock of 32X games and programmers at Sega are just beginning to realize the potential of the new hardware. Programming for the two RISC processors in tandem with the original Genesis machine offers much more liberty and power than Genesis games did.

The 32X version will also include music by Brian Coburn of "Bushwacked" fame. Brian translated the same score from the PC game into code for the 32X console.

If you can't wait to buy a 32X after reading about its version of *Doom*, then you may be persuaded to snatch up a Jaguar for yourself as well.






JAGUAR DOOM



THIS CAT'S GONE TO HELL

The Jaguar version of *Doom*, programmed by Id software, is by many measures a *better* game than the PC version.

Sound programmer Dave Taylor has been working on a breakthrough engine that allows players engaged in a multi-player game of *Doom* via the Jaguar's modem to speak into a headset and have that voice haunt the opposing players on the other end. It's designed so intricately that, if your player were in the far distance to the right of your opponent, then the opponent would hear your voice and footsteps softly in the right earpiece of their headset.

Other improvements over the original for the Jaguar version include 16-bit color that allows for more variance in the colors, textures, and lighting.

"With the bleed effect that happens on a television tube, which is lower resolution than a computer screen, the Jaguar version of *Doom* ends up looking sharper than the PC version," Dave Taylor remarked.







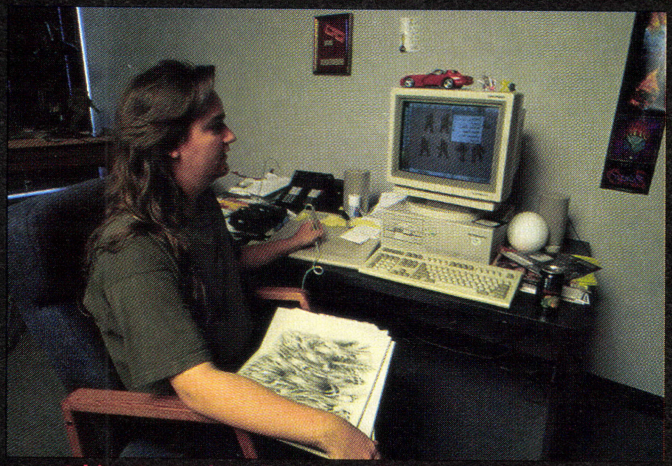



Atari is considering a modem with a headset so players can play the Jaguar version of *Doom* via modem. Players will be able to play their friends long distance and hear their taunts over their headset. Pretty cool, huh? Let's hope Atari gets it together and releases the darn thing in time for Christmas!

"We were originally going to call it "They're Green and Pissed," instead of Doom."



John Carmack is very fond of this dangerous sword. Ya gotta love a guy with a "violent" sense of humor. (Id's intense programming sessions make this a requirement.)



Adrian Carmack is also responsible for creating *Doom*'s eerie and frightening backgrounds. Some are made of human skulls, bones, flesh, bodies, demons or just plain old wood paneling. Now that's strange, isn't it?

DOOM LUNCHBOXES?

With all the talk about *Doom* on just about every electronic-based entertainment format, it's no wonder that other merchandising deals are going down. According to Id software's business guy, "There's the *Doom* T-shirts and we are currently in talks with B.U.M. Equipment to make *Doom* shirts. I'm also working on literary rights with ICM, a big literary agent. Then there's the G.I. Joe with the kung-fu grip and all the other regular merchandising that probably won't take off until the movie comes along," says Wilbur.

When asked about reactions to the violent nature of Id's games, Wilbur stated "That only comes up when the press asks about it. The public doesn't care. I haven't been in contact with politicians other than to know that people on The *Hill* are playing it. I don't believe in censorship, but I wouldn't oppose something that states that *Doom* is violent."

BEHIND THE SCENES WITH THE ID BOYS

VIDEOGAMES visited head programmer and some of the artists from Id Software to find out what makes them tick.

What were these guys like when they were kids?

According to John Carmack, "We've all had sordid pasts of one sort or another. I am in the process of trying to bail out some friends from federal prison in Seattle at the moment. They're friends from high school. Hopefully I can get them off for under $100K."

So what secrets lurk in the halls of Doom?

Only artists Adrian Carmack and Kevin Cloud know for sure. Sectioned off in a quiet office of their own, these two work feverishly on the visual creations that are eventually imprinted on the minds of *Doom* players. On the floor, there is a tape outline, like one of those scene-of-the-crime chalk silhouettes, marking the spot where workaholic Taylor once passed out after too many hours of programming. They share a common wall with an office belonging to a dentist. "Sometimes he gets kids in the chair and the drill goes off...and we hear the kids screaming. It scares us," says Cloud matter-of-factly.

Adrian Carmack, who, oddly, is unrelated to John Carmack, is a soft-spoken artist who doesn't seem to be too affected by all the fame and fortune. His sketchbook shows drawings from the early days of *Doom*'s development, including stuff that never made it into the final product. One creature is a monster of great stature who has a different torture tool replacing each digit on his hand. For the characters in *Doom*, Adrian or Kevin will draw a few perspectives, then they send it to a modeller who first makes the monster in clay. If the Id artists approve of the clay model, the modeller then makes a mold and creates a latex 3-D model that can be manipulated and digitized to capture different animations that eventually make it into the game.

One interesting note is that the walls and floors in *Doom* that look like intestines are actually snakes. They were based on the snakeskin boots that Adrian owns. They were originally done in brown, but were later changed to pink.

"We were originally going to call it *They're Green and Pissed*, instead of *Doom*," said Adrian.

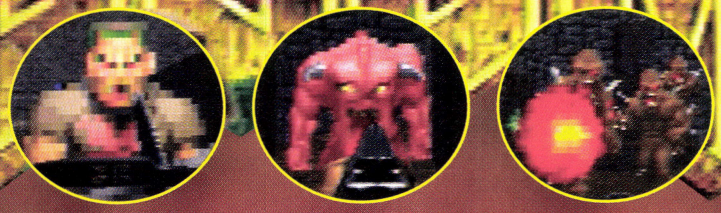


Kevin just happens to be the owner of the hairy arm that is digitized in *Doom*. And those skin walls? They're nothing more than a patchwork of digitized shots of Kevin's elbows and knees, stretched and colorized for maximum effect.

It's truly amazing what a few late nights and a little creativity can muster. For Id Software it has resulted in a game that has grown larger than themselves and created a loyal following of freaks (including the *VIDEOGAMES* staff).

The popularity of new systems like the Jaguar and the 32X has not yet been fully realized, and it's quite possible that *Doom* will do for these systems what Sonic did for the Genesis.

DOOM



TRIGGER HAPPY FUN!

BREAKDOWN

GRAPHICS 7
Smooth-moving 3-D virtual world—you're there!

SOUND/MUSIC 7
Music is eerie, the monsters sound scary.

PLAYABILITY 10
Redefines playable action game, lock and load!

OVERALL RATING GREAT 8 VIDEOGAMES

"Blood, weapons, monsters—BLAST AWAY!"

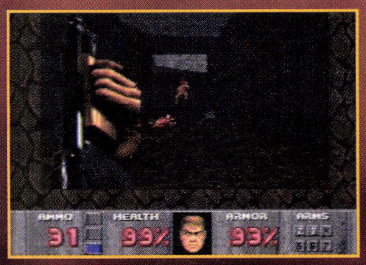
SEGA™

PHONE
(800) USA-SEGA
DEVELOPER
SEGA
SIZE
24 MEG
PLAYERS
1

It's hard to describe *Doom* to someone who's never heard of it. If you've never seen it running on a computer, then the pictures on this page can hardly do it justice, because they're flat and two-dimensional and *Doom* is played in a 3-D virtual world. It's a bloody action game that'll become an obsession for you once you start playing.

You're a hardened space-marine, stationed on the planet Mars, where the military is conducting experiments involving inter-dimensional travel. Somehow a gateway to Hell has opened up and evil monsters come pouring through the gate! The background story really makes no difference once the game begins—it's "kill or be killed!"









So many weapons, so little time.

Anyone who's ever played *Wolfenstein 3-D* has some idea of what's in store, but *Doom* is beyond blasting Nazis. The hideous demons that populate *Doom*'s universe are frightening. It's the first time I can honestly say that I've ever been truly scared playing a video game. I actually jumped at the sight and sound of monsters popping up in front of me.

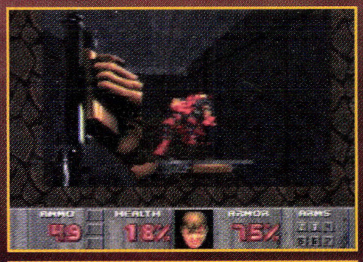
The interface is simple; just walk over the shotgun and you're holding it. The variety of weapons is a real plus. You can do away with your enemies by using a pistol, a shotgun, a machine-gun, rocket launcher, a plasma gun, a chainsaw or your raw fists. The nasty BFG-9000 (guess what the letters stand for?) pulverizes anything in your way. Use it when you're in a nasty situation. The auto-mapping feature is nice since the goal is to survive and get to the exit. Finding the red, blue and yellow skeleton keys and solving some kind of weird puzzle are usually enough to stop you from getting out quickly.

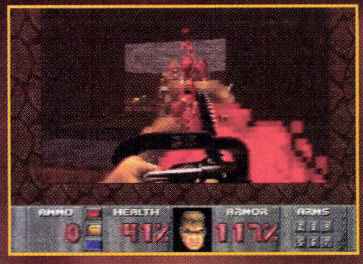


On the downside, the 32X version has only 15 levels whereas the original PC version contained 27. (The 32X levels are redesigned and modified from the original.) The game play screen also doesn't take advantage of the full size of your television set—it is slightly smaller. Each creature can only be viewed from the front, as in *Wolfenstein 3-D*. Certain enemies are curiously absent—like the spider-demon—and there is no save feature. However, many of these differences won't be noticed by cartridge gamers...at least until the Jaguar version comes out, anyway.

For anyone who's never played *Doom*, this is pure gaming pleasure. The unbelievably blood-wrenching, violent, pulse-pounding action cannot be matched by any game for any system and I'm not exaggerating.

—Chris Gore





If it moves, kill it.

EDITOR'S RATINGS

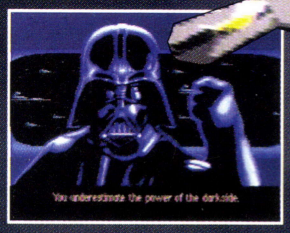
GABE 9
Screw that other game, *this* should be called *Maximum Carnage*.

CHRIS B. 8
A decent conversion of the PC hit.

BETTY 7
I hope Santa puts *Doom* in my stocking.



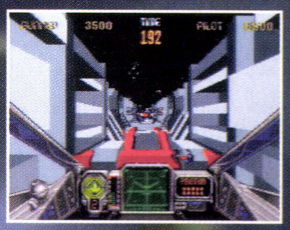
STAR WARS ARCADE

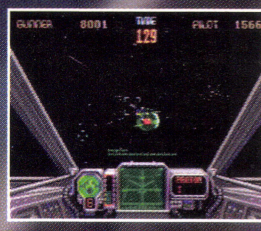
















All right, I'll admit that I'm a *Star Wars* freak with a collection of all the old action figures. So when *Star Wars Arcade* hyper-spaced into the office, I strapped on my lightsaber and decided to give it a spin.

There are four main levels and sub-levels within those (about 12 altogether). You've got to blast TIE Fighters, destroy a Super Star Destroyer, attack the Death Star and blow up its main reactor. The graphics look great. I was blown away on first seeing the polygon versions of the *Star Wars* ships. At first, I could care less about shooting anything, I just wanted to explore—you can pretty much fly anywhere so I was getting real close to the Imperial Fleet and even flying in between parts of the Star Destroyers. It's like *Star Fox* without being stuck on a track. The sound samples are right from the movie and the music is that all-too familiar soundtrack. I was a little disappointed by the sound generated by the 32X. It still seems a little garbled, it sounded like Admiral Ackbar was speaking with a sore throat. Why can't Sega get it together when it comes to sound? I guess that the playability is ultimately more important than how it sounds.

You can switch from a first-person view to one directly behind the ship at any time during the game. The two-player option is an absolute blast! One player controls the flight path and can shoot, while the other player aims a green cursor to fire. This makes for a fun two-player cooperative game and won't leave your friends twiddling their thumbs watching while you have fun shooting ships.

When compared to that other *Star Wars* game, *Rebel Assault*, available for Sega CD, there is no comparison. The feeling of blasting TIE Fighters in 3-D polygons with all this freedom of movement is a lot more fun than *Assault*'s railroad track course. However, there is one thing I don't like about the game: the time limit. I can't stand that. I could be the best pilot and shooter in the galaxy and end up losing the whole game because of an annoying time limit (200 seconds, to be exact.)

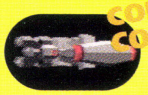
Star Wars Arcade is by far the best of the first crop of 32X games and an outstanding achievement. Fans of the movie won't be disappointed either.

—Chris Gore

COOL VEHICLES!









SEGA™

PHONE
(800) USA-SEGA

DEVELOPER
SEGA

SIZE
16 MEG

PLAYERS
1-2

EDITOR'S RATINGS

CHRIS B. 8
Very cool, but would more memory have helped the audio? The later levels are much better than the first few.

BETTY 7
Really quite addictive.

GABE 5
I found it to be dull, actually.



Remember, when all else fails, use the Force.



Ah, the pleasure of shooting TIE Fighters. If this game came out when the movies were around, I might never have left the house.

BREAKDOWN

GRAPHICS 7
Yes, those polygons are TIE Fighters!

SOUND/MUSIC 8
The triumphant *Star Wars* theme.

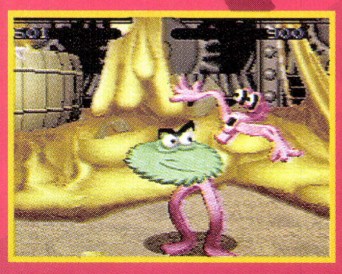
PLAYABILITY 9
Like being a part of the galaxy, far, far, away!

OVERALL RATING ▶ EXCELLENT 9 VIDEOGAMES

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Interplay™

VISUAL CONCEPTS

Interplay Productions, Inc.
17922 Fitch Avenue
Irvine, CA 92714
(714) 553-6678

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CIRCLE #117 ON READER SERVICE CARD.

GENESIS



Boogers, scabs, pus—*Boogerman* is chock-full of some really tasty treats. This game brought back memories of my little sister's booger collection, which she kept in one of those tin Sucrets boxes.

Anyway, you are going to bug out when you see some of the levels in this baby. Especially Pus Palace. Besides being a toughie, it's psychedelic. Real freaky. Pus all over the place and scary paintings on the walls. Pillars made out of snot. It's beautiful, like the first time you ever saw *Beetlejuice*. Well, maybe not that beautiful. First you have to get through the Flatulent Swamps, then the Pits, Boogerville, Mucous Mountains, Nasal Caverns and finally you arrive at Pus Palace.

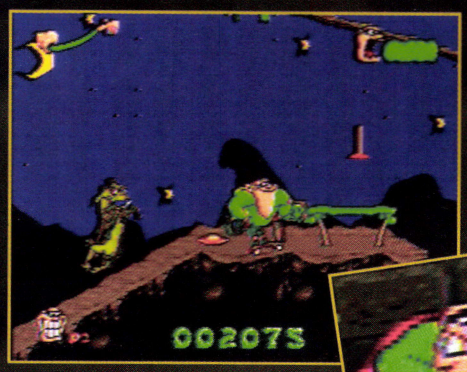
Boogerman can run, jump, duck, dig, swing, flick boogers, hock loogies, burp, super burp, fart, super fart, fly and yes, he can even perform a butt whomp (my personal favorite). At the top of the screen you will notice a mucous meter and a gas meter. The mucous meter is a measure of your booger power. If there's nothing on the mucous meter, you can't flick boogers. If there's nothing on your gas meter, you can't burp or fart. And remember, flying uses up a lot of your gas. Boogerman actually shoots flames out of his butt when he flies. You'll find cans of beans and chili peppers along the way to fill you up on gas and precious globs of snot that will help you produce more boogers.

GROSS-OUT AT ALL THE WACKY LEVELS!



A STINKY ASSORTMENT OF VILLAINS!





Look for the bottles of milk though, because they are the booty. Milk enables you to spit loogies that are twice as powerful as any booger. A loogie will kill one goblin and will pass through that goblin to kill the one behind it.

You can find cans of beans, bottles of milk and all that power-up kind of stuff spread out throughout each level. You may see what looks suspiciously like a big pile o' doo-doo on the ground. When you do, start digging. You might find a new cape, which gives you energy. Boogerman starts with a red cape. He gets hit once, and his cape turns yellow. He gets hit again, and he's dead. If you find an extra cape while Boogerman's cape is still red, his cape will start to flash. A glowing cape means that Boogerman is on "super charge."

Whenever you see a toilet, jump into it, and you will find yourself in an underground sewer level. Run around in the sewer and collect some more power-ups. Another toilet will take you back up to a different point in the above-ground level.

My only complaint about the game is perhaps a lack of more varied levels. Despite this, the backgrounds and characters look hot. Backgrounds look especially spectacular on the more colorful levels like Mucous Mountains and Pus Palace. A lot of the levels remind me of that classic game from my childhood *Chutes and Ladders*. Lots of going up and down on ramps. It all looks very clean and simple.

"I love boogers. They make for innovative gameplay.





The best-looking boss is definitely Revolta with her Lightning Breath, Plain Ugly Attack and her Ugly Stick. I like her because she's daring enough to show a lot of leg. Her real name is Eugena "Ug" Lee, and as far as I'm concerned it doesn't really matter that she's not very attractive because she's got a good outfit. You'll also meet up with Hickboy, Deodor Ant and Flyboy (my second favorite boss—I think it's the name).

If you're looking for a fun platform game with some unique gameplay, try this one on for size. And don't tell me I'm not an expert on boogers. Not only have I picked my own nose, but I've picked other people's noses as well.

—Betty Hallock

POWER METERS!



BOOGER METER



GAS METER

EDITOR'S RATINGS

CHRIS G. 9
These snots are my favorite *pick* of the season.

CHRIS B. 8
Not just a one-joke adventure.

GABE 6
It takes a lot more than snot jokes to impress me.

BREAKDOWN

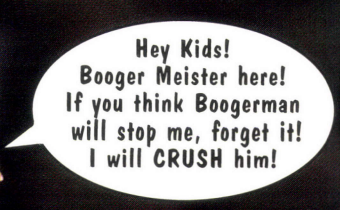
GRAPHICS 9
Boogerman reminds me of Diaper Man. So fine.

SOUND/MUSIC 9
I love it when Boogerman shouts, "BOOGER!"

PLAYABILITY 9
Once you start to butt whomp, you can't stop.

OVERALL RATING EXCELLENT 9 VIDEOGAMES





CLASSIFIED

GRRRROOOFFF HRRRRR blahray raza grroar wraowww. Rrrrrrr blorrr groatt zzzzatrog floaahhh. @#*!^@#*!^*^#@ !!!! Contact Taz. **UMP**

TICKETS FOR SALE, Looney Tunes B-Ball tournament. 1-800-DRIBBLE.

DESPERATELY SEEKING high-performance roadster. Will provide unlimited birdseed. Contact Wile E. Coyote.

PORTLY SWINE looking for vacation p-p-p... vacation p-p-part... vacation p-p-part... traveling companion for **Porky Pig's Haunted Holiday.** Must bring pillow. Contact Porky Pig.

RE FOR springs, ses, rope, liable Acme ontact Wile E. Coyote.

$$$$$$$$$$$$$$$$$$$$ BILL TROUBLE got you down? Get in touch with the bill expert. Contact Daffy Duck on Game Boy. **$$$$$$$$$$$$$$$$$$$$**

PLAYERS NEEDED for two-on-two pick-up game. Must enjoy pies in the face. Contact **Looney Tunes B-Ball.**

BLE PET-SITTER. Will d care for small pets u're away. Reasonable s my specialty. Trust Tweetin' Pet Service. for Sylvester.

MUSKET FOR SALE. Used only for twacking wascally wabbit in **Bugs Bunny Rabbit Rampage.** Vewy, vewy quiet. Contact Elmer Fudd.

NTED. Big ing to travel. life. Call

FOR SALE, P38 Space Modulator. Ideal for global destruction or livening up parties. Goes over great with the chicks or in **Daffy Duck The Marvin Missions.** Contact Marvin the Martian.



SINGLE BLACK CAT seeks small yellow bird for meal-time companionship in **Sylvester & Tweety.** Must have good taste. Contact Sylvester.

CASTIN

Try ou

LOONEY T

family of















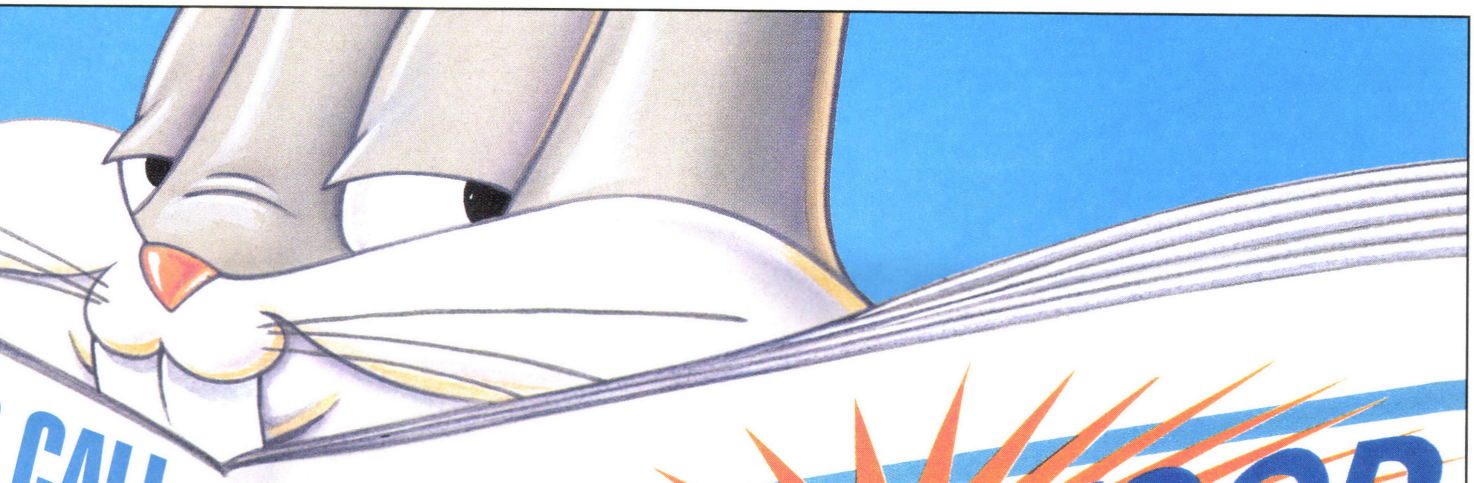
Coming Soon!



Coming Soon!



Coming Soon!



CALL
the
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HOLLYWOOD STAR

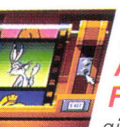
"ACME ANIMATION FACTORY" TURNS CARTOON WORLD ON ITS EAR!

by Howmuchdoes A. Hemmingway

Is it the most massive mix-up in Looney Tunes history? Or have a million masters of animation suddenly surfaced? The answer can be found in new **Looney Tunes Acme Animation Factory**. It lets anyone create their own Looney Tunes cartoon adventures!

Sources at Sunsoft, makers of the **Acme Animation Factory** game for Super NES, confirm that new Looney Tunes cartoon animators are suddenly springing up from coast to coast. This development has fueled speculation that **Acme Animation Factory** is more than an ordinary video game. It appears to be something so new and different, it's unlike anything ever seen.

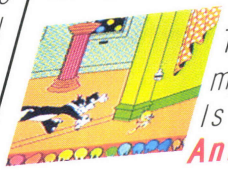
In an exclusive, undercover investigation, this reporter has learned that **Acme Animation Factory** gives you the tools to design, paint and animate just like a professional.



So you can create Looney Tunes cartoon adventures on your Super NES — and save them to watch at any time. You'll choose from a full menu of scenes and characters, or even draw your own. Plus, you can color your creation any way you want, then add titles and create music! It even gives you the choice of using a controller or the Nintendo mouse.

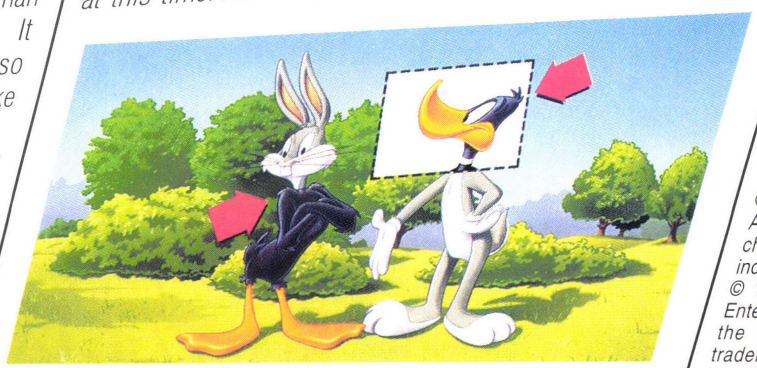


Looney Tunes spokesperson, Bugs Bunny refused to comment at this time. However, Taz did agree to issue the following statement, "Graaaaarwww oooga rawwww ugh blaaa froooooog!" Then he ate my note pad.



Is **Acme Animation Factory** responsible for creating a whole new generation of skilled cartoon creators? The only way to know for sure is try it and literally draw your own conclusions.

SUNSOFT™



SOMETHING FUNNY'S GOING ON AROUND HERE!

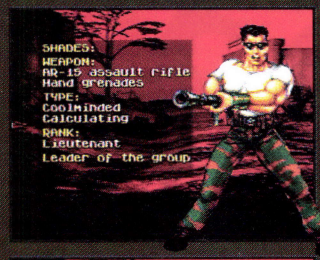
The long
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Duc
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great m
in his ow
The Loone
features all your
Bugs Bunny, Porky Pig,
Sylvester and Tweety, E
Fudd. And Daffy Duck himself.
The **Acme Animation Factory**
just the carrot on the...er...New
mind.

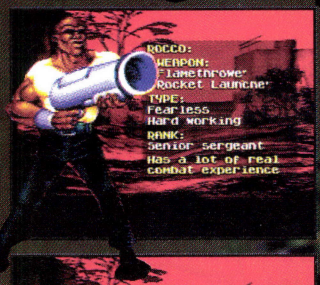
Official Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM

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RED ZONE



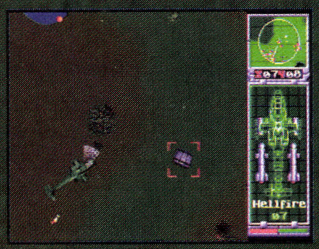


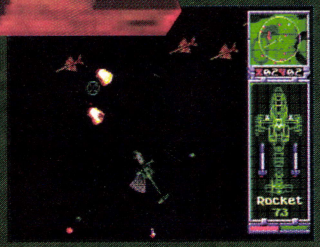


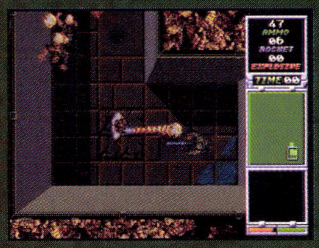
Eastern Europe is in turmoil as the dictator of the podunk republic of Zyristan starts invading neighboring countries in an insane quest for power. Normally, all the UN would do is slap a few trade embargoes on this sucker, but the guy has got the *bomb*, left over from the breakup of the Soviet Union. This modern-day Hitler must be stopped and it's up to you and your crack team of commandoes to get the job done.

Yep, it's another one of those "one helicopter must save the world" games, and while you might groan at the prospect, *Red Zone* is actually a pretty cool game.

First off, the graphics. Pretty amazing for a Genesis, I must say. As you fly your helicopter (and later, guide your assault team members around on the ground) you'll be blown away by the amazing, eye-fooling depth to the game. It actually looks like it's in three dimensions because of the crazy perspective changes. In fact, there's a screen at the beginning of the game which proudly declares that *Red Zone* uses this and that technological advance without the use of additional hardware. I'm impressed.













Pepper the beautiful Eastern European countryside with gunfire.

Red Zone is an able and decent addition to the helicopter game sub-genre.

The game is set up a lot like the *Desert Strike* helicopter games from EA. You must complete missions (like escorting a jeep, finding secret password disks, etc.) to advance through the game and finally defeat the jerk who's threatening the world with nuclear war. It's hard, to say the least. It seems like every enemy on the ground has a heat-seeking missile with your name on it, and if you screw up, even once, you're greeted with a very depressing animation of a mushroom cloud and a message telling you that the world has been plunged into a nuclear winter. Creepy. But should I feel bad for the little thrill I get when I watch the world being destroyed?

While it isn't as good as the *Jungle Strike* series of games (it lacks their sense of humor, their versatility and their completely addictive gameplay) *Red Zone* is an able and decent addition to the helicopter game sub-genre. If you're a fan, check it out (and try to find the hidden *Asteroids* game!).

—Gabe Soria



TIME WARNER INTERACTIVE

PHONE
(818) 955-9999

DEVELOPER
Zyrinx

SIZE
16 MEG

PLAYERS
1

EDITOR'S RATINGS

ZACH 8
Video game pirates sure know how to push the hardware.

CHRIS B. 8
Is this the Genesis? Where's the co-processor?

CHRIS G. 7
Surprisingly good for the Genesis.

BREAKDOWN

GRAPHICS 9
Amazing what a Genesis can do.

SOUND/MUSIC 7
Cool, but I'd rather listen to the Didjits.

PLAYABILITY 7
Cumbersome controls need practice.

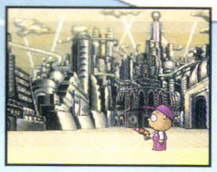
OVERALL RATING COOL 7

The most **fun** you've had with your **CD** since you learned those suckers could **fly.**







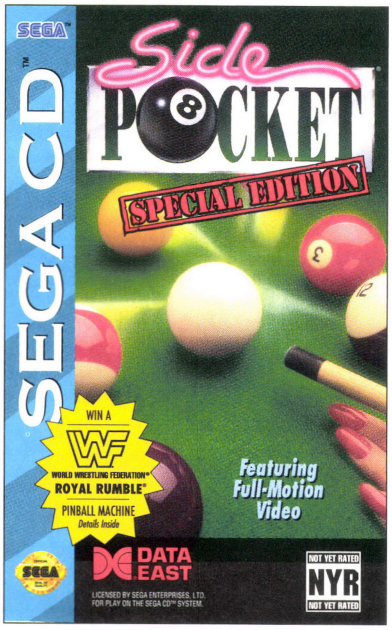


WARNING: These cartoons may cause serious laughter in adults!

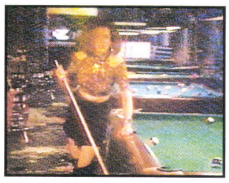
Reality has been turned upside down and only the right combination of switches and buttons will replace chaos with order. Choose the wrong switch and **WATCH OUT!** A unique, original, and hilarious adult puzzle game.

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- Over 1,000 different scenes!
- State-of-the-art one-player action puzzle.
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SUNSOFT

PHONE
(714) 891-4500
DEVELOPER
IGUANA
SIZE
16 MEG
PLAYERS
1

"Zero's a mutant rodent who needs braces, but that's my kind of rat."

So where's that hero, Aero?

Check out Zero's martial arts moves—and his big ugly head.

There he was—Zero the Kamikaze Squirrel, every *Aero the Acrobat* nightmare you've ever had, come true. You know what he looks like. Zero is butt-ugly; he's got buck teeth and beady little eyes that make him look like a rat (just like Aero). And let me tell you, I'm not fond of rodents, including squirrels.



Ooooops! That's gotta hurt!

I wanted to stab him right away.

But hey, *Zero* is actually chock full of action. *Zero the Kamikaze Squirrel* is a sequel to *Aero the Acrobat*. Anyone who's played *Aero* knows that the controls were really crappy—that little bat just didn't move the way you wanted him to. The controls for *Zero* are a lot better. Smoother...tastier...you can *feel* that squirrel glide. Plus Zero's got that martial arts thing goin' on. He has all those ninja throwing stars; they help out a lot. You can collect a lot of them in each level. Also at your disposal is unlimited use of Zero's nunchaku. Nice touch, even if they are skimpy weapons.

The flying/spinning/swooping stuff is still there too. At first I thought it was...passé, but you're going to need it. At several points during the game, you're going to have to perform super dives to progress to the next stage. It just takes practice. Then there's the flic-flac. Zero springs into the air, tucks his legs in and then kicks out of the tuck and kicks all of his enemies away. Yeah, I had a pretty good time.

I liked the fact that there were a lot of bonus levels. Retrieve an extra life here or there, maybe recover some energy, pick up an ice cream cone along the way. Okay, picking up ice cream cones may sound dumb, but you probably don't have anything better to do.

Zero's road to victory takes him through seven levels: The Beach, The Cliffs, The Mountain Tunnels, The River Rapids, The Forest, The Toxic Waste Pool, and The Factory. The first level really bothered me because all I could think of was Cool Spot in the sand dunes, but later levels, looked...well, purple. Some of the stages are actually very maze-like. This is not just a "go right" sort of game. You have to get out there and look around.

For all of its good and bad points, there was one feature of *Zero the Kamikaze Squirrel* that I definitely appreciated: unlimited continues. I think *Aero the Acrobat* only had three continues. Bingo!

The final word: *Zero* is probably worth your perusal even if you were never a big *Aero the Acrobat* fan. Anyway, *I* liked it.

—Betty Hallock

BREAKDOWN

GRAPHICS 7
The animation's smooth; the colors are great.

SOUND/MUSIC 6
Bad heavy metal ballads, not so hot.

PLAYABILITY 8
A vast improvement over *Aero the Acrobat*.

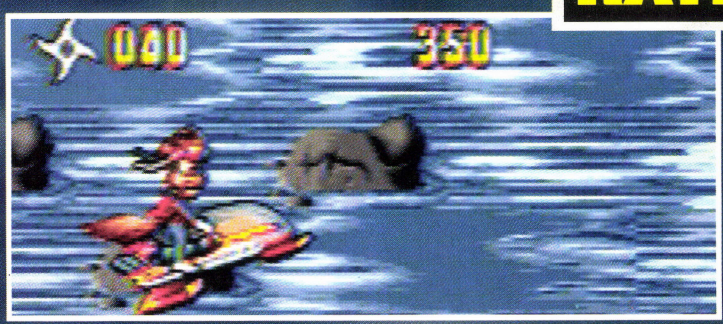
OVERALL RATING GREAT 8 VIDEOGAMES

EDITOR'S RATINGS

NIKOS 7
A creepy-looking character, but the bad guys are cool.

CHRIS G. 7
This bad squirrel's a blast.

CHRIS B. 7
Cooler than Aero; the artwork is better and the controls aren't as quirky.



Zero—a squirrel on a mission.



Zero's out to save his homeland and his family. Nice guy, huh?



REALITY BYTES.

The evil **CyberJobe** is attempting to break out of virtual reality and take over the global computer network. You must enter his virtual realm, overcome his puzzles and obstacles, and prevent CyberJobe from destroying **your** reality. Try a byte of both – two completely different games for the Sega CD and Genesis.

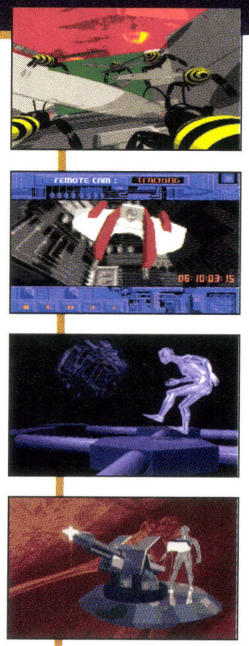
BYTE DOWN HARD.

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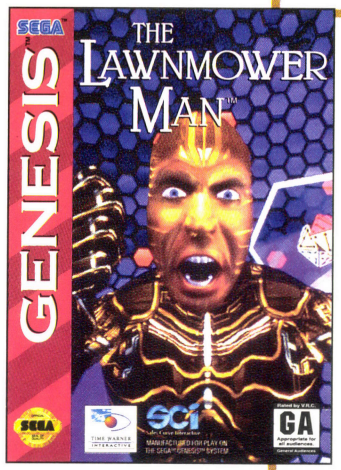
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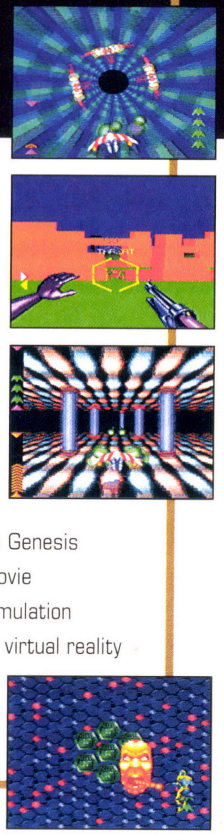
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BYTE BACK.

PANIC!

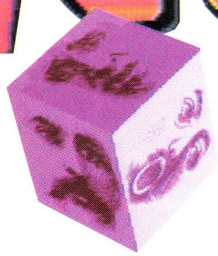
DATA EAST

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"Panic! plays like an interactive episode of Monty Python's Flying Circus."

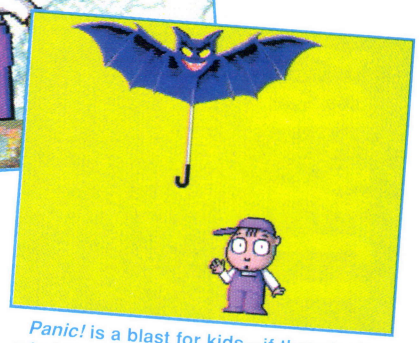








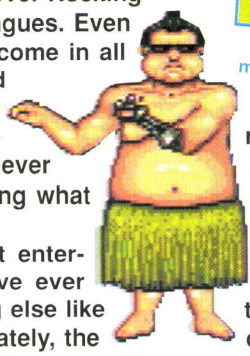
Press the right buttons and you'll save the earth. Press the wrong buttons, and...well....



Panic! is a blast for kids—if they don't mind the sight of an occasional breast or intestine.

Describing *Panic!* is easy: It's a game about pressing buttons. You play a little cartoon kid in a purple baseball cap and overalls, and you warp him and his snickering, sarcastic dog from screen to screen by making him press buttons. At each screen, you're presented with a menu of buttons, and you use a cursor to point to the one you want the kid to press. His arm extends like Plastic Man, then you sit back and watch the weirdness begin.

There are over 1,000 buttons to press in the game, and each one makes something different happen. The game—developed for Sega of Japan by six of the most popular Japanese comedians—takes you to incredibly warped, exotic locations (elevators, rocket launchpads, museums, movie studios) and shows you some of the strangest sights you'll ever see. Statues move. Rocking horses fly. Toilets grow tongues. Even the buttons are wild; they come in all different shapes, sizes and colors, and many of them have tiny iconographic pictures on them...but you'll never come close to understanding what they mean.



This is one of the most entertaining Sega CD games I've ever played; there's just nothing else like it on the shelves. Unfortunately, the game may have trouble finding an audience because of its MA-17 rating; some of the humor is pretty controversial. For example, in one scene, the kid drinks a potion that makes him temporarily grow breasts—not just on his chest, but on his arms, neck and head. (The dog gets to try the same potion, too...with similar results.)

In yet another surreal bit, the kid is falling from the sky and pulls the ripcord on his parachute... and his internal organs burst out of his back! It's never offensive, though; other items that pop out of his parachute include an elephant and a sumo wrestler.

If you're methodical enough to memorize the button patterns, you'll eventually be able to reach the computer server at the end of the game and stop the *Maximum Overdrive*-style insanity. Yes, the buttons do have predictable results. On the other hand, if you're like me, you won't *want* to finish the game. I'd rather play for hours on end, exploring the different worlds and laughing my butt off at all of the psycho humor. Don't miss this unique, surreal game; *Panic!* is a riot.

—Chris Bieniek

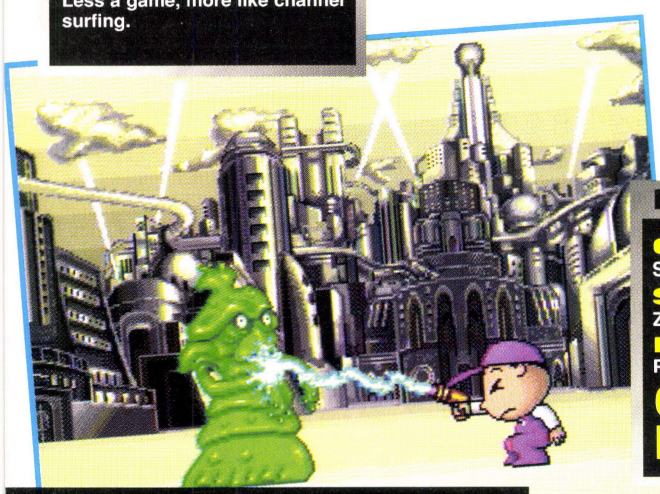
EDITOR'S RATINGS



ZACH 8
Any game with copious vomiting is OK in my book.

NIKOS 8
Andre Bréton would be proud.

CHRIS G. 7
Less a game, more like channel surfing.



BREAKDOWN

GRAPHICS 8
Simple, but extremely effective.

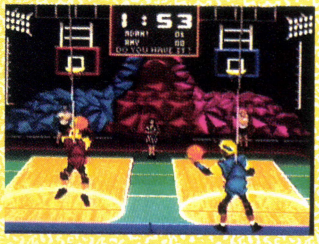
SOUND/MUSIC 9
Zany music, sound FX and voices...perfect!

PLAYABILITY 9
Pure insanity. Playing this is like therapy.

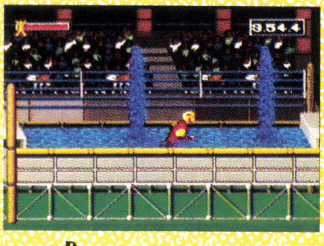
OVERALL RATING EXCELLENT 9 VIDEOGAMES



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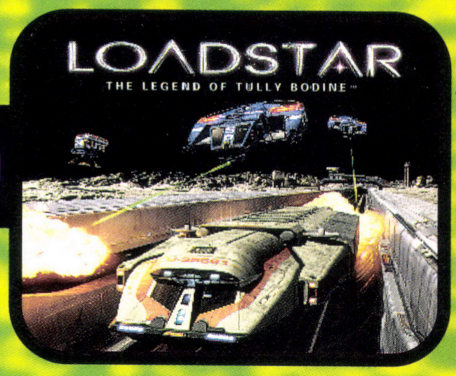
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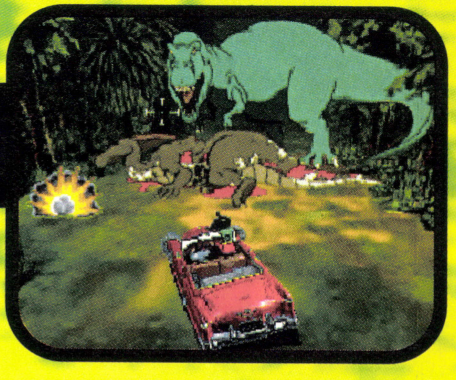
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SUPER NES

GENESIS

SEGA CD

MICKEY MANIA

BREAKDOWN

GRAPHICS 9
Stunning. Big and beautiful. Terrific animation.

SOUND/MUSIC 9
Catchy; you'll be hearing 'em in your head for days.

PLAYABILITY 9
Responsive controls. Perfect difficulty curve.

OVERALL RATING EXCELLENT 9 VIDEOGAMES

Okay, who the heck is Travellers Tales and where did they come from? The developer of *Mickey Mania* is best known for Electronic Arts' *Galahad* and Sony's own *Bram Stoker's Dracula*, but neither of these titles prepared me for the mind-boggling software masterpiece that's been tying up my Genesis, Sega CD and Super NES for the past few weeks. I guess it didn't hurt to have Disney animators drawing the art, but the graphics aren't the only area in which this game shines. *Mickey Mania—The Timeless Adventures of Mickey Mouse* is a true gem; the graphics, sounds and playability are excellent examples of the way all games should be designed.

The game's six scenarios are based on classic Mickey Mouse shorts, ranging from black-and-white classics like *Steamboat Willie* and *The Mad Doctor* all the way up through 1990's *The Prince and the Pauper*. Each level includes details and characters from the original films, and—aside from jumping, climbing, swinging from ropes and throwing marbles—Mickey's job is to travel through each level and find the "old" Mickey, each of whom is drawn to match the style of the year in which the movie was released. He'll face boss characters like his archenemy Pete, meet friends like Pluto and basically keep you entertained for weeks while you explore the game's secrets and hidden levels.

There are plenty of surprises along the way, too, including a rotating tower (similar to the game *Tower Toppler* or the final stage of the original *Battletoads*) and a unique "coming at you" stage in which Mickey is running away from a rampaging moose. (Like a driving game in reverse—well, it *was* unique until Virgin and Konami came up with the idea at the same time for *The Lion King* and *Contra: Hard Corps*, respectively.) The 3-D effects in these and other stages are stunning; the games are just loaded with graphic treats.

For me, the most surprising aspect of *Mickey Mania* is that the Genesis version is so incredible, effortlessly reproducing the effects mentioned above and even surpassing the SNES cartridge in some respects. It's almost as if the programmers were flexing their muscles with the Genesis cart, boldly showing off what this machine can do...and some of our readers may still be unaware of just how much it's capable of!

In addition, the Genesis version has more digitized speech from Mickey, two extra stages (including a seventh movie scenario) and dozens of little touches that—for one reason or another—don't appear on the SNES. A few examples: The elevator stage in the *Mad Doctor* level has several "planes" of background graphics scrolling by, while the SNES has just two. Then there are three large vases that fall down when Mickey passes them in the *Prince and the Pauper* level—they look great, almost as if they had been 3-D rendered—but there's only one in the SNES version. There are also pictures on the wall in the *Lonesome Ghosts* stage that stretch to reveal more evil images. Anyone who has been to the Haunted Mansion in Disneyland will let out a scream of recognition when they see



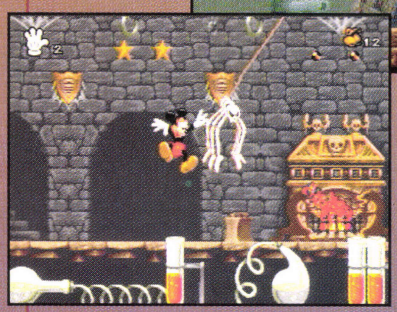
The SNES version has better colors, but is missing many of the little "extras" found in the Sega versions.

Move over, Sonic and Mario— the Disney-animated Mickey Mania makes other platform games look like Clutch Cargo.









Mickey Mania on the Genesis is the biggest surprise out of the bunch: great graphics, sounds and special effects.

these; unfortunately, they don't appear on the SNES. Most notably, while the super-cool transition from black-and-white to color in the Steamboat Willie stage is more smooth and subtle on the SNES, the Sega versions open with an incredible "old movie" look, complete with sprocket holes on the edges of the screen, authentic film scratches and a tiny hair in the corner of the "projector."

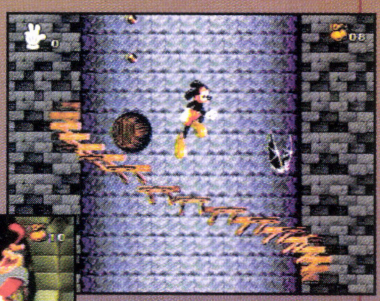
The control response is also a tiny bit stiffer on the SNES, but all three games play like a dream. I also appreciate the fact that Mickey doesn't recoil when he's hit; this gives you a chance to react immediately after an enemy collision.

Of course, the Sega CD version beats 'em all in the audio department. The digital music score—in which you'll hear 26 different musical instruments—is of a higher quality than most movie soundtracks, and the voice of Mickey can be heard commenting on almost *everything*. ("I wonder who's in here.... Oh no! It's the mad, mad doctor!") Though Disney has refused to release his (or her) name to the press, the main character's speech is provided by the only living voice actor to have done the voice of Mickey in the films. The Sega CD version also features a bonus level in which the "old" Mickey characters help the new Mickey to go after Pete.

No exaggeration: This game is better than the Mickey Mouse games released by Sega and Capcom—and considering how great those were, that's saying a lot! My hat is off to Travellers Tales and Disney Software; now, when are you folks going to start working on a Donald Duck game?

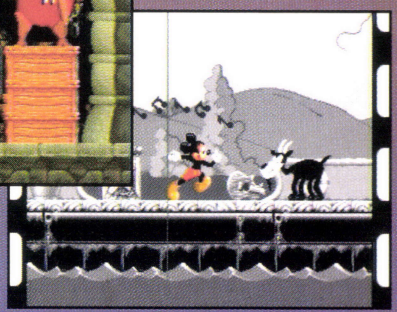
—Chris Bieniek





Sega CD owners get the best version of *Mickey Mania*, with movie-quality music and tons of speech.







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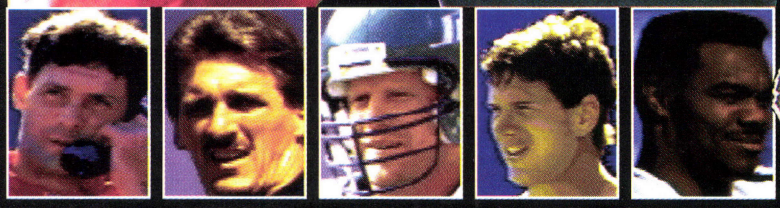
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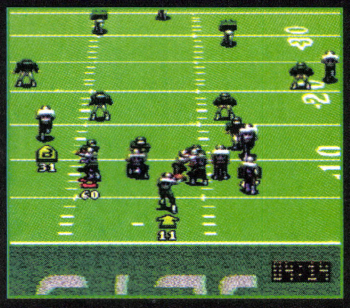
CHRIS G. 8
Normally I'm opposed to milquetoast cute characters like Mickey, but this plays great. The black-&-white segments are a real treat, and the added levels and sounds in the Sega CD version are cool.

ZACH 8
"It's a moose!" (This will be funny after you play the Sega CD version.)

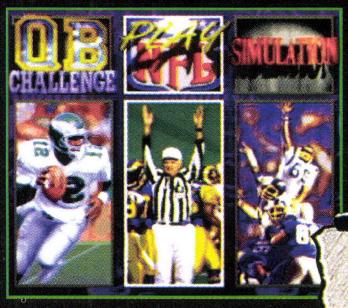




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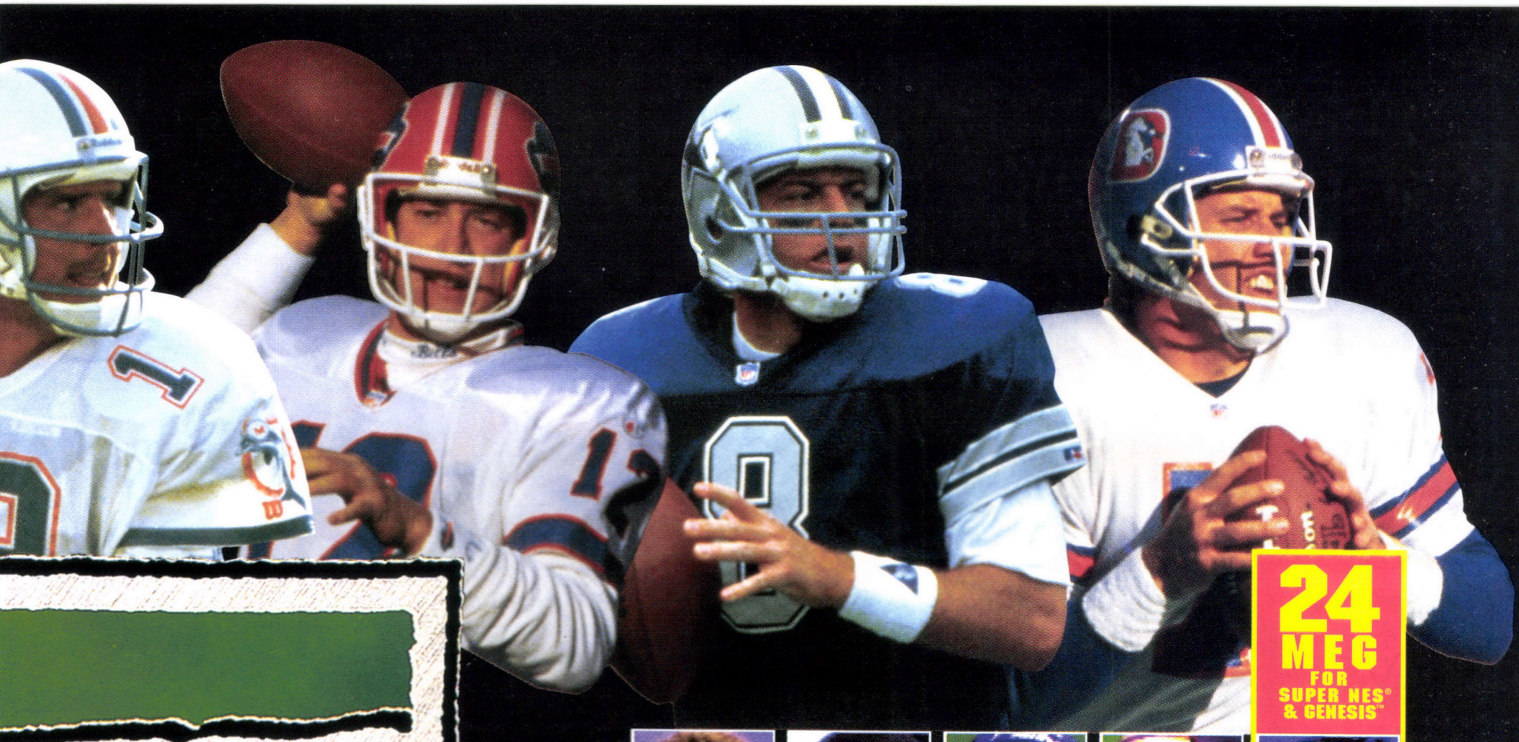
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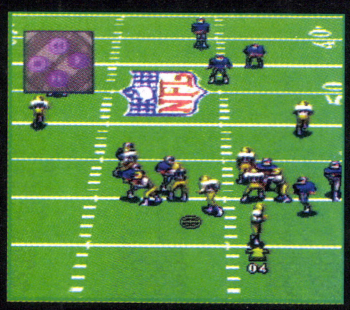
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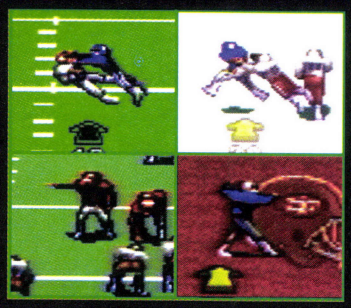
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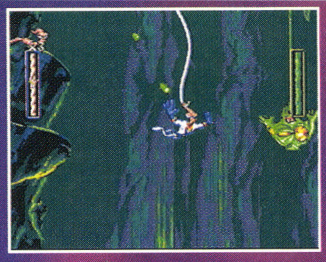


GETTING BIT IN THE KEISTER!









Cows, giant hamsters and giant balls of snot: just some of the bizarre sights to be seen in the mega-hyped *Earthworm Jim*.

EARTHWORM JIM



The blitzkrieg of hype surrounding *Earthworm Jim* made me VERY dubious as to what kind of game to expect. I mean, David Perry's a fine programmer and all, but even George Lucas churns out the occasional *Young Indy Chronicles*, if you know what I mean. Well, pinch my butt and call me "sweet cheeks," because *Earthworm Jim* actually DOES live up to the hype. It's one of the most playable platform games I've ever seen, joining *Gunstar Heroes* and *Super Mario World* on my short list of all-time faves.

Earthworm Jim's goofy-ass storyline defies description, so let's just keep it simple. You're a buff earthworm with a big gun on a quest to liberate a princess from some of the most amusingly-named enemies in gaming history: Professor Monkey-for-a-Head, Queen Slug-for-a-Butt and many more.

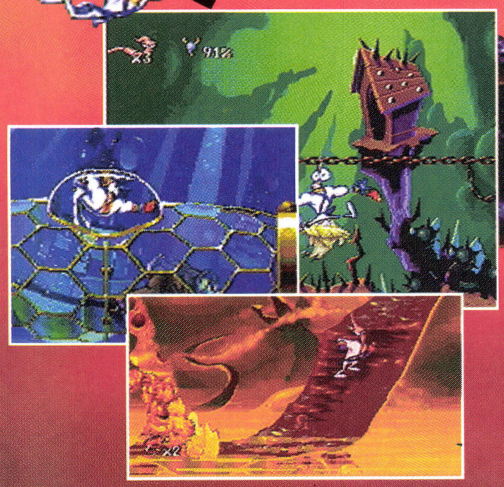
Shiny Entertainment had complete creative control of *Earthworm Jim*, and it shows. Without the constraints of a movie license or a meddling corporate weasel to keep them in line, Perry and the gang have managed to design a game that's constantly funny and challenging, with a twisted sense of humor that can't help but appeal to the jaded masses.

Along with the playability, *Earthworm Jim* also has mind-boggling audiovisuals. The graphics and animation are detailed, smooth, and endlessly amusing from the first level to the last. (I'd expect nothing less with 24 megs of memory for Shiny to play with.) As for the music and sound, it's as good as the Genny's sound chip is ever going to produce.

So, yeah, *Earthworm Jim* is another in the endless stream of platform games, but it has what so many others lack: stunning graphics, incredible music, addictive game play and a great sense of humor. Hugely recommended. Believe the hype!

—Zach Meston





I'M GONNA GIT YOU, SUCKA!



EDITOR'S RATINGS

CHRIS B. 9
Too cool...and some would say too hard!

NIKOS 8
Don't believe the hype.

CHRIS G. 7
Another David Perry platform game!

BREAKDOWN

GRAPHICS 9
You'll never see better on the Genesis.

SOUND/MUSIC 9
You'll never HEAR better on the Genesis.

PLAYABILITY 9
Perfect control and nicely challenging gameplay.

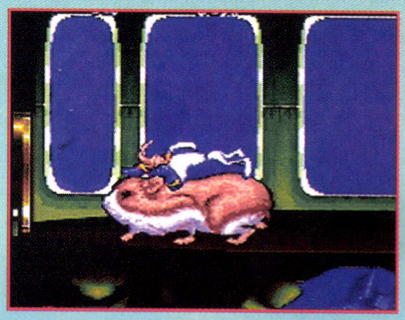
OVERALL RATING ▶ EXCELLENT 9 VIDEOGAMES

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PLAYERS
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"Earthworm Jim actually does live up to the hype."

Wooo, doggie! Ride that hamster, man!



Earthworm Jim may be tough, but he ain't no dummy!



EARTHWORM JIM

Earthworm Jim was developed primarily on the Genesis—no big surprise, since David Perry and the other programming lads at Shiny Entertainment cut their teeth on the system. But this also means that the Super NES version, despite some new graphic additions, suffers a bit by comparison. While still a great game, it doesn't push the SNES hardware to the limits as the Genesis version does.

You can refer to my review of the Genesis version for the wacky storyline, so let's talk about the differences between the versions in more detail. First, the graphics: The Super NES is the unsurprising winner here. There's additional background and line scrolling, a "lens flare," transparency effects made possible by the 256-color palette and more color in general. The animation is just as detailed as the Genesis version, and just as rip-roaringly funny.

Second, the music and sound: Amazingly, the Genesis wins here. The SNES version lacks some of the sound bites heard in the Genny version, and the music just doesn't have the same intense rhythm and feel. Being a mere reviewer and not a programmer, I haven't a clue why the sound bites were omitted, but I'm surprised at the overall lack of musical "oomph."

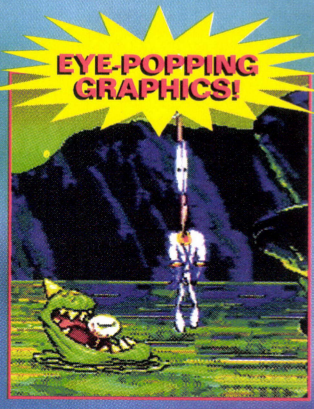
Third, the playability and control: The Genesis wins here as well, but not by much. The SNES version has a slightly different feel—a little slower and a little less precise than the Genny. Most surprising of all (at least to me), the Genesis version even has a level not found in the SNES cart. I feel so cheated!

Even though it doesn't quite match the Genesis version for sheer quality, the SNES version of *Earthworm Jim* is still a damn fine platform game, with loads of challenge, great graphics, plenty of secrets, and laughs a mundo. Bring on the sequel!

—Zach Meston

Playmates Interactive Entertainment Shiny Entertainment PRESENTS

PHONE
(714) 739-1929
DEVELOPER
SHINY ENT.
SIZE
24 MEG
PLAYERS
1



"The SNES Earthworm Jim is a damn fine platform game with loads of challenge."

BREAKDOWN

GRAPHICS 9
Nifty graphic tricks not seen in the Genny version.

SOUND/MUSIC 7
Genny has more sound samples and better music.

PLAYABILITY 8
Slightly slower action and feel than the Genesis.

OVERALL RATING GREAT 8 VIDEOGAMES

options





The SNES *Earthworm Jim* has slightly improved visuals over the Genesis version, but lags behind in other areas.

EDITOR'S RATINGS

CHRIS B. 9
A very special game that should make Playmates an instant contender in the video-game industry. Can't wait to see the action figures!

BETTY 9
Chris B. and I really freaked out when we saw that "lens flare" effect—wow!





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GAME GEAR™

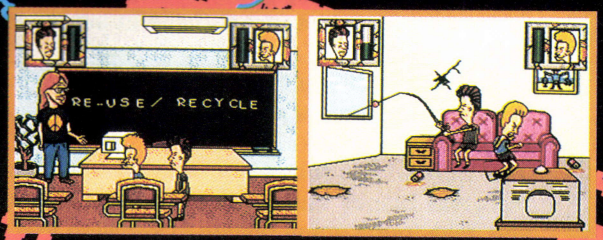


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3 DIFFERENT GAMES, DUDE.

GWAR IS LIKE, COOL, BUT ONLY IF YOU HAVE TICKETS. YOU GOTTA HELP US GET TO THE CONCERT, HEH HEH. THERE'S LIKE A TOTALLY DIFFERENT WAY IN EACH GAME.

GENESIS
1 OR 2 PLAYERS

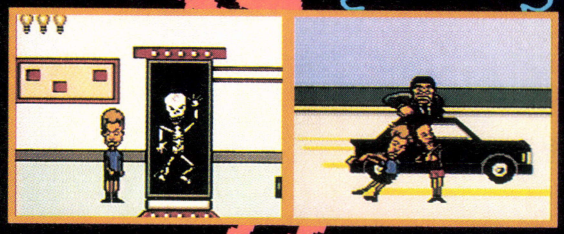


VAN DRIESSEN TRIED TO TEACH US, LIKE, HISTORY. BUT WE OUTSMARTED HIM.

COUCH FISHING RULES. UNLESS THERE'S SOMETHING GOOD ON TV OR SOMETHING.

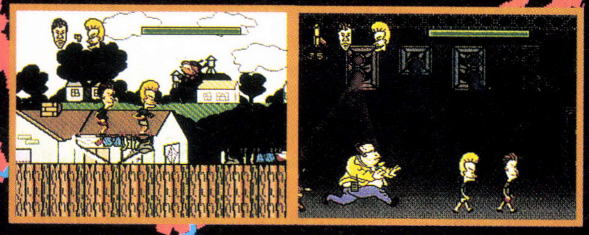
GAME GEAR

AT THE HOSPITAL THEY SAID WE WERE FREAK SPECIMENS, WE SAID, "THANKS DUDES."



SOME GUYS FREAK OUT WHEN YOU TOUCH THEIR CAR, BUT WE WEREN'T GONNA DRIVE IT. FAR.

CLOTHESLINE JUMPING IS A GREAT SPORT. IT HAS THE THRILL OF VICTORY AND THE AGONY OF, UH, FALLING.



THE CROWD IS INTO OUR ANIMAL MAGNETISM. THAT'S WHY WE PRESERVE IT BY NOT SHOWERING.

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1 OR 2 PLAYERS

LICENSED BY: Nintendo

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Rated by V.R.C. MA-13 Parental Discretion Advised Mature Audiences

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THE LION KING



The Lion King is an amazingly animated platform game.

"Oh, God, not another Disney platform game from Virgin! When are they going to stop with the cute animals and get on to some carnage in the purest sense of the word?"

If this is what you thought when you saw cute little Simba cavorting through the pages of *VideoGames* magazine, then *The Lion King* isn't the game for you. *The Lion King* is for people who can't get enough of the great Disney animation that Virgin is putting out and have found some respite in knowing that they are going to get a top-quality game for their money. I like this game a lot, so don't front.

The Lion King has ten levels that pretty much follow the plot of the movie. I expected to like the game better than the movie, because I usually think the whole Disney thing is kind of sappy. Anyhow, as you play along as Simba, you'll watch him develop into a full-fledged King of the Savannah. The first six levels involve Simba shaking it like a kid, almost like John Travolta in *Saturday Night Fever*. The last four levels are more like *Staying Alive*, with Simba taking control and strutting his stuff on Broadway...except Simba's Broadway is called Pride Rock.

Like all of Virgin's Disney games, the animation flows like milk. The game uses actual Disney animation, not just a bunch of hacks churning out drawings. An original score was also done by Hans Zimmer, the film's soundtrack composer, and original samples and voice-overs were taken from the movie. It's kind of nice hearing James Earl Jones kicking it throughout the game; it makes you feel kind of classy.

Even though I like Jackie Chan and speed metal, I'd buy this game. It's cool.

—Nikos Constant





Follow Simba through his adolescent years, through puberty, and into adulthood. Do lions get zits or a mid-life crisis?



PHONE
(714) 833-8710
DEVELOPER
VIRGIN INTERACTIVE
SIZE
24 MEG
PLAYERS
1

EDITOR'S RATINGS

ZACH 8
I'm getting spoiled by the killer animation in these Disney games.

CHRIS G. 6
I really expected a lot more. I loved the film, but the game is your typical platform; nothing special.

BREAKDOWN

GRAPHICS 8
Have you seen *Aladdin* and *Jungle Book*?

SOUND/MUSIC 7
Amazing music along with clear voice samples.

PLAYABILITY 7
Not an easy game, you'll go through trial and error.

OVERALL RATING 7 COOL

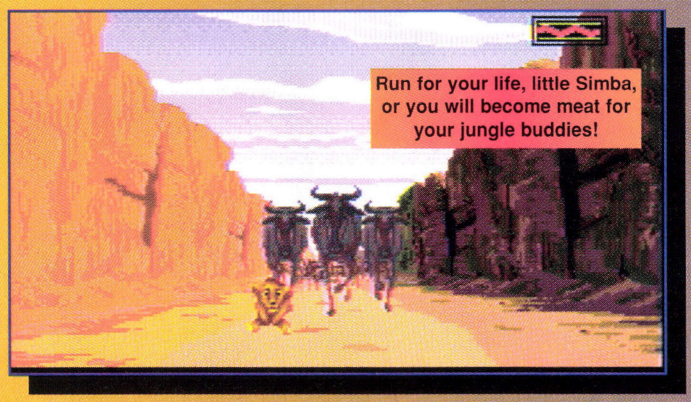
THE LION KING



Ahhh, the smell of fresh carrion in the morning reminds me of my days basking on the plains of the African Savannah with my little friend Simba. The hot sun on our fuzzy bodies felt like the palms of mother earth were cupping our flesh like a basket around fresh bread. Oh, how I pine for the good old days before Simba left me and became a star in his own movie, *The Lion King*.

Thankfully, I can relive my days with Simba—and you can too—with Virgin's new game, *The Lion King* for the Sega Genesis. You can play as Simba, following him through his journey from adolescence into adulthood as he battles for the right to take the place of his father Mufasa, the Lion King. All the while, you must battle Scar and his hyena warriors as they take over the Pride Lands after the death of Mufasa.

"The funky frogs and sassy spiders will have little Simba rubbing his behind for days."



Run for your life, little Simba, or you will become meat for your jungle buddies!

The Lion King follows the movie plot, fairly closely, through ten levels of play. There are also two bonus levels featuring Pumbaa and Timon. The Pumbaa bonus level is super cool, because it's just like the old Atari 2600 game *Kaboom!* You have to run back and forth catching bugs and power-ups. Miss one, and you're back into the struggle for survival.

I really like *The Lion King*. Sure, I'm a sucker for a good platform, and there's not much that's new here, but I just love playing Simba, my four legged compadre. He just moves so cute, with his little paws grabbing at bugs and jumping on hyenas. As an adult, his slashing and mauling is just so...exhilarating. You almost expect Marlin Perkins to jump out from behind a rock with an announcement for Mutual of Omaha Life Insurance.







If I didn't already own *Aladdin* and *Jungle Book*, I'd buy this game in a second. For now, I'm content to rent. But if you haven't already experienced a Disney/Virgin platform game, you have to check out *The Lion King*.

—Nikos Constant

PHONE
(714) 833-8710
DEVELOPER
VIRGIN INTERACTIVE
SIZE
24 MEG
PLAYERS
1

BREAKDOWN

GRAPHICS 7
Like the ripples caused by stones thrown into a lake.

SOUND/MUSIC 6
Straight outta Disney; cheery and peppy.

PLAYABILITY 8
The control lets you become one with a lion.

OVERALL RATING COOL 7

EDITOR'S RATINGS

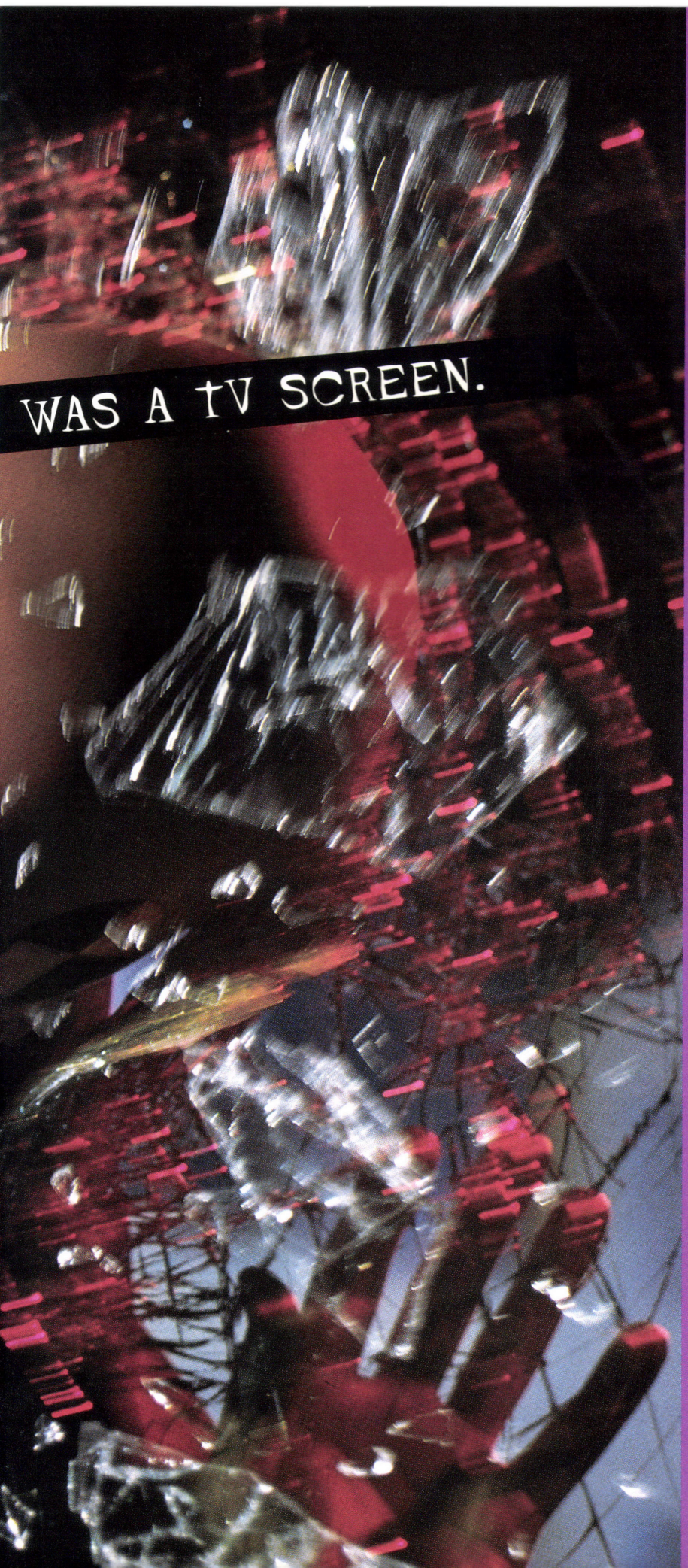
CHRIS B. 8
Let's see...the background goes dark and the character dies in the middle of the screen. Hey, this looks familiar...

GABE 7
Yet another great Disney game.

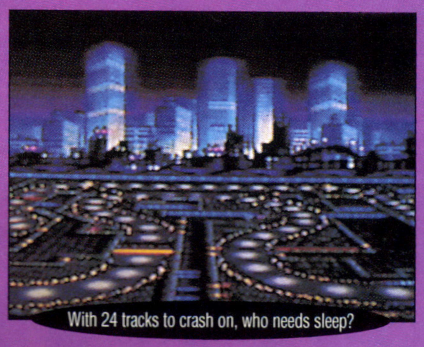
BETTY 7
Not as much fun as *Jungle Book*.



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SOME RACING


With 24 tracks to crash on, who needs sleep?

GAMES ARE MORE



Cars, fighting and soccer. Go figure.

IN YOUR FACE



Play head-to-head-to-head-to-head.

THAN OTHERS.

STREET RACER™

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CIRCLE #124 ON READER SERVICE CARD.

SAMURAI SHODOWN



Yum, Yum! I was expecting to be totally disappointed by the Takara version of *Samurai Shodown.* I don't know why, I just thought it was going to suck. SNK games for the Super NES don't have a very good track record, they're usually kinda choppy, with weak sound. *Samurai Shodown* is different. The graphics are weak, but the sound and playability are great. I really wouldn't mind getting this version of the game for my birthday.

If you haven't already played *Samurai Shodown* in the arcades then you're probably a loser. I'd say it's the coolest fighting game out there, for the sole reason that you get to use swords. The feel of stabbing somebody with a cold steel blade brings back memories of long afternoons watching old movies on Channel 9. They always featured a cool Shakespeare-style sword fight, or Samurai movies. There's nothing like acting out bloodlust using a rapier. The SNES version of Samurai Shodown includes some of the blood from the arcade version, in addition to extra coins, treasures, and life power-ups that drop from the ceiling.

So what isn't in this version of the game? Nothing except for the cool panning in and out that made the arcade game so different from all of the other fighting games. The end boss is in there, all the characters are in there, even the ending that says "Congratulations" is in there.

So if you can't afford a Neo Geo, and can't wait for the 3DO version of *Samurai Shodown* to come out, I'd either stick with playing in the arcades, or buying this SNES version and start hacking away. Akira Kurosawa would be proud.

—Nikos Constant



"I LOVE FEELING MY BLADE SLICE THROUGH FLESH."

Samurai Shodown is as close as you can get to being in a knife fight—like in the Michael Jackson "Beat It" video.



BREAKDOWN

GRAPHICS 6
Small characters and dirty graphics.

SOUND/MUSIC 8
I can get funky to the sound of cow bells.

PLAYABILITY 8
Sweet, like cherries in the snow.

OVERALL RATING COOL 7

EDITOR'S RATINGS

CHRIS G. 9
The characters and moves are there. Oh, and lots of blood!

CHRIS B. 8
Small characters are a disappointment, the control is good.

BETTY 8
Graphics look stupendous!

TAKARA

PHONE
(212) 689-1212

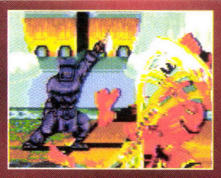
DEVELOPER
TAKARA

SIZE
32 MEG

PLAYERS
1-2 PLAYERS



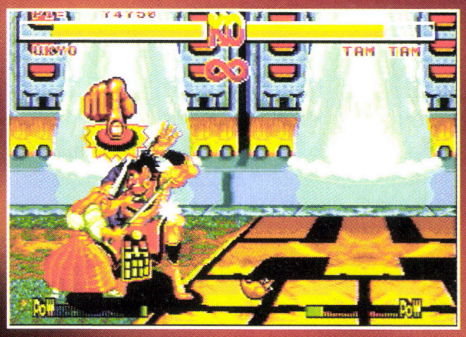




SAMURAI SHODOWN

THE SHODOWN BEGINS...







Samurai Shodown has a different feel from any other fighting game. That's what makes it so good. A mix of cool characters, awesome playability and fluid control make it the best Neo•Geo game ever. Perhaps the greatest feature, though, is the swordplay. A piercing blow to the heart has a lot more panache than a simple uppercut. Playing *Samurai Shodown* feels like you're really hurting somebody on the other end. A brutal blow almost makes the machine wince in pain. Now *that's* a fighting game.

So the big question is: "Does the Genesis version of *Samurai Shodown* make your TV cry?" Well, yes and no—it's more like a whimper. The first thing you'll notice is that the character sprites are nice and big; this is an improvement over the SNES cart. One drawback, however, is that when you and your opponent jump up for air attacks, the action is off the screen. You can't even tell who's been hit, except that one player's energy bar has gone down. The arcade version of the game zooms in and out to let you see all of the action, but the Genesis just can't handle that kind of complicated programming. The obese, flatulent Earthquake is also missing from this version.

Of all the Neo•Geo games that have come out for the Genesis, *Samurai Shodown* is the only one I'd consider buying. It's a lot of fun, and I'd probably get into less trouble knifing people on-screen instead of in the streets.

—Nikos Constant

"The joy of Samurai Shodown is in the unabandoned attacks of steel that can draw the blood of the weak."

TAKARA®

PHONE
(212) 689-1212

DEVELOPER
SAURUS

SIZE
24 MEG

PLAYERS
1 or 2

EDITOR'S RATINGS

CHRIS B. 8
I was shocked by the character size and excellent colors of this version. Let's hope you can play as Amakusa on the Genesis, too!

GABE 8
Misspelling aside, it's a winner.

BREAKDOWN

GRAPHICS 8
Nice big character sprites add to value.

SOUND/MUSIC 7
Good for Genesis, but not like the arcade.

PLAYABILITY 7
Control is good, but there's some "slodown."

OVERALL RATING COOL 7 VIDEOGAMES

CHOOSE YOUR FIGHTER!



FACE YOUR DESTINY.



This time it's going to take Luke, Chewie, Solo, Wicket and Leia to crush the Empire—once and for all.



Mode 7 graphics will have you bug-eyed and screaming for more—all the way to the Death Star!



Enlist now, see the Galaxy: Jabba's Palace, rancor's pit, the Emperor's Tower, even the forest of Endor!



Come face-to-face with the darkest of the dark side, from Jabba the Hutt to the Emperor himself.

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SUPER STAR WARS® RETURN OF THE JEDI





THE FIRST TIME, YOU WON.

THE SECOND TIME, THEY WON.

THIS TIME...THERE WON'T BE A NEXT TIME.

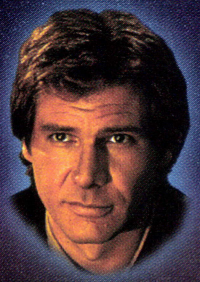
What you are about to experience will either destroy you—or make you a hero.





Vader. Jabba. The rancor. The Death Star. The Emperor (yes, the Emperor!). Mode 7 graphics... Your worst nightmare brought to life in a massive, 16-meg galaxy far, far away.

But don't panic, young Jedi. You get to play five different *Star Wars* characters, including Wicket the Ewok and Princess Leia. Plus, you've got the Force on your side.





Training is over. Prepare to face your destiny!



The only difference is the large popcorn and soda. (But you wouldn't have time to enjoy them anyway!)



He may look cuddly, but give him a bow and Wicket can skewer stormtroopers with the best of them.



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CIRCLE #125 ON READER SERVICE CARD.

Last fall, Warner Brothers unleashed the *Animaniacs* upon the world. The TV show became a huge hit, quickly overshadowing the stale, gag-inducing half-hour of boredom known as *Tiny Toons*. The three Warner siblings (Yakko, Wakko, and Dot) were a throwback to the golden age of Warner Bros. cartoons, when anarchy and cross-dressing reigned supreme.

The plot for the *Animaniacs* game for SNES goes a little something like this: Pinky and the Brain (for the uninitiated, a pair of lab mice whose day job is trying achieve world domination) steal a script from the Warner Bros. studio, planning to produce it and make megabucks. As harebrained as that sounds (remember *The Last Action Hero*, guys?), the Warner Bros. brass gets uptight and sends our heroic threesome to retrieve the 22 scenes in the script from the sound stages. All the while our trio is hunted by the studio guard and assaulted by the crazy props on the movie sets.

You control all three of the Animaniacs in their fool's quest—one takes the lead and the other two follow—you can switch them around at will when you have to, because each one of them has special skills. Along the way, you collect coins which allow you to play a slot machine at the bottom of the screen. But beware: Just like in Las Vegas, the slots can really screw you up as well as help you out. Don't say I didn't warn you.

Playing *Animaniacs* is like watching an episode of the cartoon, only it's not quite as bust-a-gut funny...but how could it be?. It does come really close to capturing the let-it-all-hang-out feel of the show, though. The details shine through: when the nurse walks by our heroes, Yakko and Wakko instantly become mush—and if you stop playing, even for a second, the Warners begin to do a sassy dance. Unidentifiable animals shaking their butts; now that's what I call entertaining.

—Gabe Soria

KONAMI

PHONE
(708) 215-5100
DEVELOPER
KONAMI
SIZE
16 MEG
PLAYERS
1

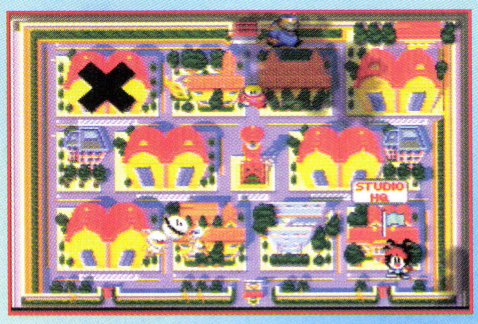




Don't trip on your tongue!



"Playing Animaniacs is like watching an episode of the cartoon."



Use the map to select a location.

BREAKDOWN

GRAPHICS 9
Colorful and smooth...they look good!

SOUND/MUSIC 8
The TV theme song is reproduced nicely.

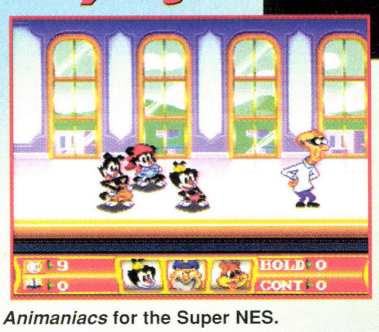
PLAYABILITY 8
Don't like switching characters, but still great!

OVERALL RATING ▶ GREAT 8 VIDEOGAMES









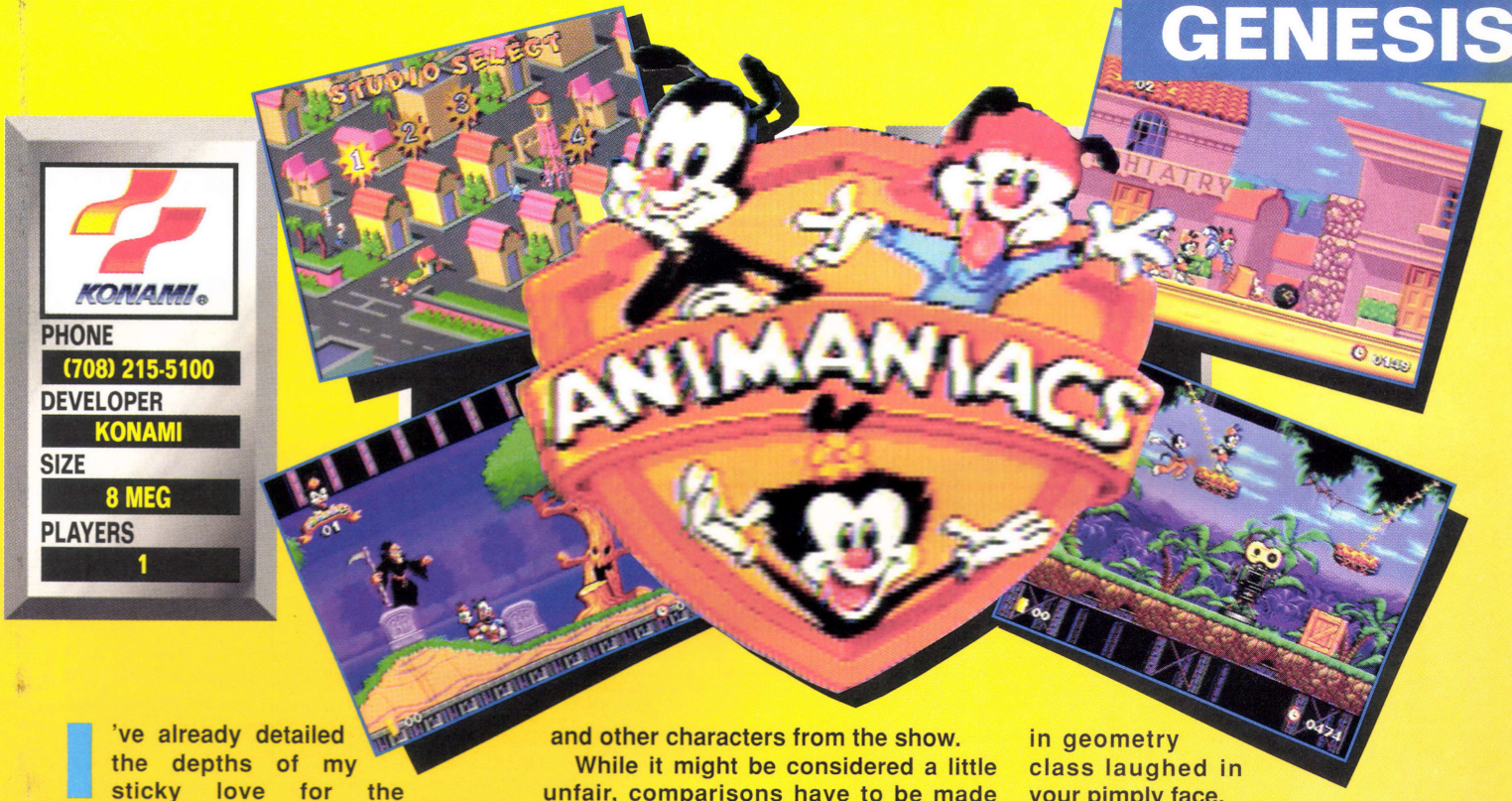
Pure *craziness* is what to expect when romping through the movie sets in *Animaniacs* for the Super NES.

EDITOR'S RATINGS

CHRIS B. 8
That butt-shaking dance is worth the price of admission.

BETTY 8
A great game for any *Animaniacs* fan.

NIKOS 7
Not as good as the TV show.



KONAMI

PHONE
(708) 215-5100
DEVELOPER
KONAMI
SIZE
8 MEG
PLAYERS
1

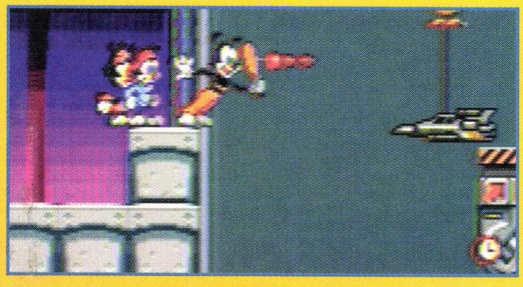
I've already detailed the depths of my sticky love for the *Animaniacs* cartoon show in my review of the SNES version of this game, so I won't get all burbly here. I guess I'll get down and funky and lay it all right on the line, 'cause life is short.

The set-up of the game is pretty similar to the SNES version: You control one of the Warner Brothers (or sister) and lead your siblings around the Warner movie lot, looking for movie memorabilia on the variously themed stages. Needless to say, you run into a lot of trouble along the way in the form of crazy movie props, studio employees and other characters from the show.

While it might be considered a little unfair, comparisons have to be made between this version and the SNES version, and the scales of video game justice seem to be weighing in the SNES' favor. This is why: *Animaniacs* for the Genesis lacks the super cool depth-of-screen feature, the detailed animation and the overall free-wheeling feel of the SNES version...which is a shame, because that makes playing this game on a Genesis pale in comparison. Instead of the overall coolness of the SNES version, this cart reverts to the tried and true platform format with very few twists. Playing the Genesis version of this game instead of the SNES one is kind of like having to go to the prom with your cousin because the cute girl in geometry class laughed in your pimply face.

As cartoon-themed games go (and I sure seem to be reviewing a lot of them lately), *Animaniacs* for the Genesis is definitely flying at the safe level of okay. It doesn't reach the heights scaled by the recent crop of Mickey Mouse releases, but it doesn't crash to Earth in a ball of flaming wreckage like *Bart's Nightmare*. It's...alright. This is definitely one for the rental category. By the way, look for the sneaky Marshall McLuhan (author of the classic text on media, *The Medium Is The Message*) reference in the intro, 'cause it rocked our world here at the office.

—Gabe Soria



Too bad *Animaniacs* for the Genesis isn't as cool as the Super NES version.

BREAKDOWN

GRAPHICS 7
The characters are too small and dark.

SOUND/MUSIC 6
Boring, but by no means offensive.

PLAYABILITY 6
Switching characters to do simple tasks sucks.

OVERALL RATING ▶ GOOD 6 VIDEOGAMES

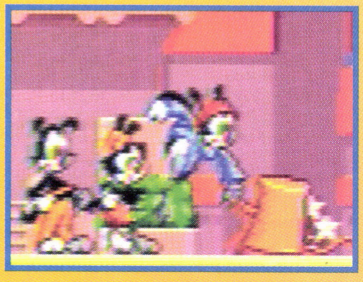
EDITOR'S RATINGS

CHRIS B. 8
I disagree with Gabe; I think *Animaniacs* is definitely up there with the high-quality Genesis stuff coming from Konami lately. (It helps if you're a *Lost Vikings* fan.)

CHRIS G. 4
The cartoon is lame and so is this game.



"Playing the Genesis version of this game instead of the SNES one is kind of like having to go to the prom with your cousin because the cute girl in your class laughed in your pimply face."



In Level One, the Hyenas Laughed at Me.



THE LION KING

So you want to be king? Then you better start roaring, because you're going to have to claw your way through nine nasty levels of



fang-bearing hyenas, charging wildebeests and dive-bombing vultures, just to get the chance to battle your evil uncle Scar. And he's one bad cat. Fortunately,



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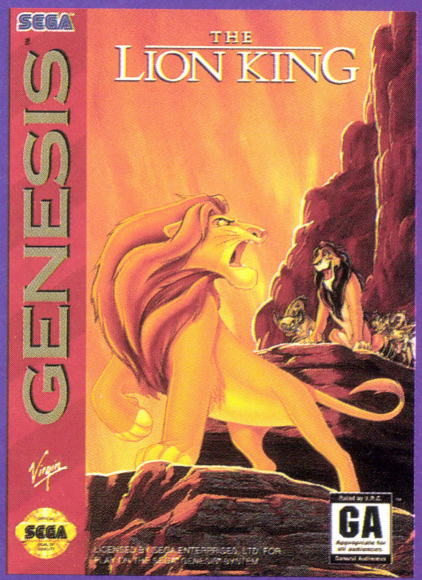
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The Videogame Rating Council, It's rating symbols and Indica ar



IN LEVEL TEN, THEY STOPPED LAUGHING.

it's only a game. Unfortunately, it's in Digicel™ animation. Which means you're going to feel every bump, bruise and blister between you and the throne.





See THE LION KING this holiday season at a theatre near you.

Virgin

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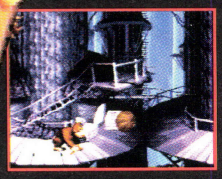
DONKEY KONG COUNTRY

Nintendo PRESENTS

PHONE
(206) 882-2040
DEVELOPER
RARE LTD.
SIZE
32 MEG
PLAYERS
1 OR 2








DONKEY KONG

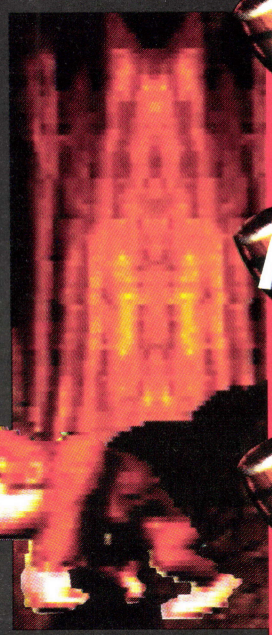


DIDDY KONG



Nintendo has pulled off a Super NES coup d'etat this season with the release of possibly the two best 16-bit games ever. Following up the massive success of Acclaim's *Mortal Kombat II*, Nintendo now brings us *Donkey Kong Country*, a 32-meg platform powerhouse. Nintendo has reached way back to the beginning of its long string of successful games, resurrecting Donkey Kong for some old-school flavor on the Silicon Graphics tip. The company is taking a serious step to its detractors, going toe-to-toe with the competition in an effort to regain street-level credibility as the game system to have.

The graphic feel of *Donkey Kong Country* can only be compared to Sega's *Virtua Fighter*: It's almost creepy how real the movements are. Though this isn't a hyper-realistic *National Geographic* simulation of apes and alligators, it's the *movement* of the characters that really freaks you out. The animation is so lifelike, you'd almost swear that this was some kind of hypnotic cartoon playing on your Super NES, not a "video game." Donkey Kong and his sidekick Diddy Kong move with a fluid swagger that's right out of *Gorillas in the Mist* or *Tarzan*. I half-expected Sigourney Weaver or Bo Derek to come out in one of the bonus levels.



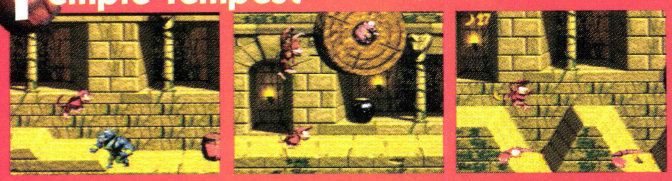
Rope Bridge Rumble



Mine Cart Walkway



Temple Tempest



The lighting effects are also outstanding. Inside the mine shafts, a parrot with a flashlight on its head guides you through the level, shining light where it is needed. This graphic effect alone is worth the price of admission. Similar effects liven up the "Stop and Go" levels, in which you're attacked by monsters made out of clay. On this level, the lights change from red to green in such a way that you'll wonder if somebody is actually fiddling with the color





Between Cranky Kong's rantings about how spoiled we are by the game's graphic technology, he'll spill some valuable clues about bonus levels and power-ups.



Rendered with Silicon Graphics technology, the graphics of *Donkey Kong Country* will make you think twice about upgrading to 32- and 64-bit hardware.



With 60 levels and 60 secret levels, *Donkey Kong Country* has all the mystery and long-term play value of the best games in the *Mario Bros.* series.

"Donkey Kong Country has luscious graphics that will make you lick the TV screen."

and tint controls on your TV.

Obviously, the graphics are what everybody is talking about when it comes to feeling the vibe on the *Donkey Kong Country* scene, but the sound and playability will keep you coming back to this work of video-game art. The sounds of the arctic levels will send chills down your spine and make you rush to the fridge for a popsicle. The audio is so good that it makes you *thirsty*. The controls change depending on which stage you're in and who you're playing—you can switch between the two characters, ride on different animals' backs and even *become* different animals in some of the bonus stages.

There are also a lot of genuinely funny "in" jokes between the levels—especially during conversations with Cranky Kong, an old ape who is said to be the original monkey from the 1981 *Donkey Kong* coin-op. He'll sit there in his rocking chair on his front porch, shaking his cane at you and commenting about how things have changed since *he* was a video game star...when players had just three lives, three continues and one playfield.

There's nothing very complicated about *Donkey Kong Country*; it's just a simple platform game done to perfection. All you have to do is collect bananas and try to earn 1-ups, but you'll keep trying to go deeper into the game just to find all of the crazy stuff that's been programmed in. With 60 hidden levels, there are more secrets buried in this game than in a whole gaggle of fighting games.

If you already own a Super NES, you should be out the door and hunting down your own copy of *Donkey Kong Country* right now. If you don't own a SNES, maybe now is the time to buy one; this game is just too good.

—Chris Bieniek & Nikos Constant

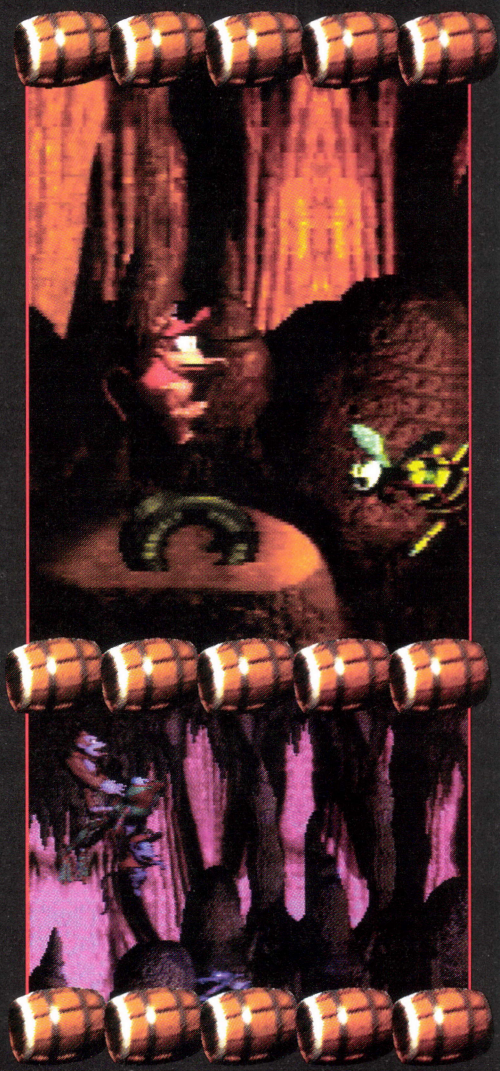
BREAKDOWN

GRAPHICS 10
Unlike any 16-bit game ever seen; just beautiful.

SOUND/MUSIC 9
Varied and atmospheric. Hook up your stereo!

PLAYABILITY 9
Initially challenging, but like butter with practice.

OVERALL RATING EXCELLENT 9 VIDEOGAMES



EDITOR'S RATINGS

CHRIS G. 10
Who needs a $160 add-on to get great graphics?

GABE 9
All that and a bunch of bananas.

BETTY 8
Hopefully, you will wet your pants.



Juicy, Junior...*real* juicy.



ILLUSION of GAIA



"Illusion of Gaia is one of the most difficult cart-based adventure games I've played."

Nintendo

PHONE
(800) 255-3700
DEVELOPER
ENIX
SIZE
16 MEG
PLAYERS
1



BREAKDOWN

GRAPHICS 8
Beautiful and full of color; nice perspective.

SOUND/MUSIC 8
Lots of flutes; gets redundant after a while.

PLAYABILITY 6
Some control problems and illogical puzzles.

OVERALL RATING COOL 7 VIDEOGAMES

This game almost falls into the genre of "action/RPG." You know, the kind of game that at first appearance looks and sounds like a role-playing game but is actually an action game with an RPG storyline. These games tend to be more about coordination and agility than traditional RPGs, which place more of an emphasis on puzzle-solving ability and strategy. But *Illusion of Gaia* is neither a traditional RPG nor an action game, falling somewhere in between and requiring the skills of both.



Illusion of Gaia was developed by Enix as a sequel to its popular *Soul Blazer* game.

Not that this is a bad thing; I like these hybrid games. But it's a little hard to find a basis on which to judge them. As an RPG, *Illusion of Gaia* is easily one of the most difficult cart-based adventure games I have ever played. The puzzles are nearly impossible. I'm obviously not the only one who thought so either: The people at Nintendo have included a "handbook" which is actually a complete walk-through of the game. This guide does come in handy, but it takes some of the joy out of solving a particularly difficult obstacle.

Unfortunately, most players would be hard-pressed to solve the puzzles in *Gaia* because they don't follow any specific logic. In one room with a gold-tiled floor, Will (the protagonist) must play a specific song on his flute to make one of the tiles begin to flash. The player must then have Will stand on the flashing tile for nearly a full minute, which will open a hidden door. I'm sorry, but most people playing video games don't want to stay motionless in one place for any length of time, nor will it cross their minds to do so.

This leads to another problem I had with *Illusion of Gaia*: the lengthy sections of the game in which the player doesn't do anything. For instance, at one point you become adrift on a raft at sea. A cinematic scene would have been alright, but several lengthy scenes in which you must walk around on a tiny raft, catch fish and read the somewhat boring details of the passing days aren't my idea of a fun time. Though the incredible graphics make scenes like this bearable, overall they left me wanting a whole lot more action.

Speaking of action, *Gaia* has some problems as an action game as well. The controls are awkward and difficult to master, which is inexcusable considering that the designers didn't take full advantage of the controller. Combat is not particularly exciting, with many foes (except for the boss characters, who are pretty tough) being easily conquered. But the full-overhead perspective makes playing much easier than the three-quarters overhead perspective which most action-RPG games are using these days.

Overall, *Illusion of Gaia* is a fun game. The story line—in which you are tracking your lost father through several ancient civilizations—is original, and that's certainly rare with this genre. The action and role-playing genres have been combined well, though naturally it's not going to be the best of either of the two worlds.

—Ron Dulin

EDITOR'S RATINGS

CHRIS B. 8
I loved *Soul Blazer*, and *Illusion of Gaia* is a worthy sequel; the fact that Nintendo's licensors liked it enough to release it as one of their own games should tell you something.

NIKOS 7
An RPG your mom will like, it teaches lessons.



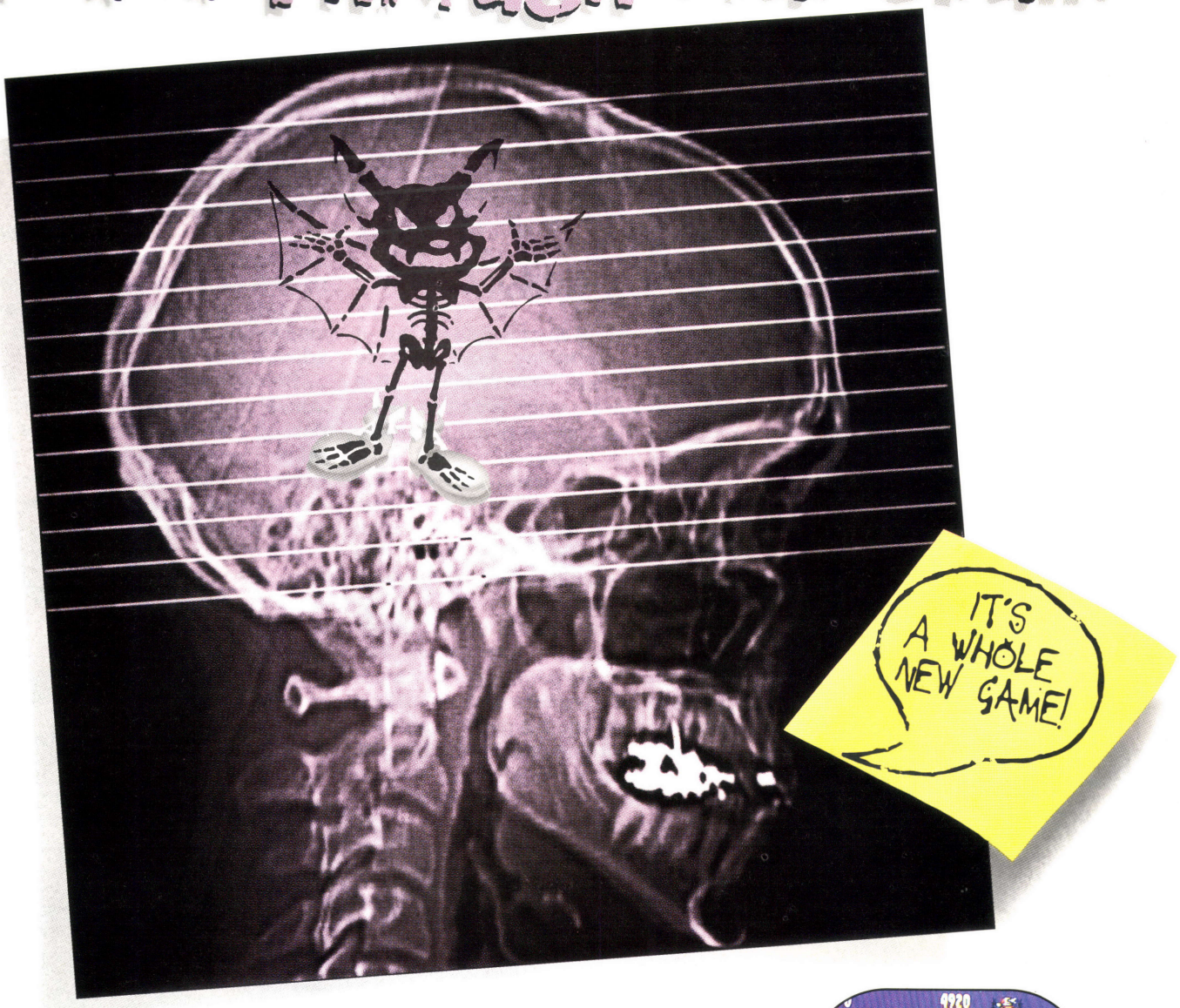






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CIRCLE #127 ON READER SERVICE CARD.

INDIANA JONES







Grab your leather jacket, put on the snappy felt fedora and stash that whip on your belt, friends, because Indiana Jones has arrived for your Super NES and he's ready to kick butt all over Nazis, evil cultists, and more Nazis (they're so much fun to punch).

My first experience with an *Indiana Jones* video game was not a pretty one: It was the old Atari 2600 version, and anybody who's played that cart knows that it was more confusing than Chinese arithmetic. If you weren't falling off a cliff, you were getting bitten to death by tsetse flies, which is not a particularly nice way to go.

Thankfully, this time JVC has put out the game—and if you've seen what they've done with other Lucasfilm properties, then you know that if this game possesses one feature, it's quality with a capital "Q".

Dolby Surround. It's not a phrase you associate with video games. You know what? This game's got it. It's got the stereo, it's got the music to make it stereo-worthy and it's got it in spades. Hell, this cartridge could probably give John Williams and the Boston Philharmonic a run for their money.

As for the game itself... damn, it's good. It's set up similar to the *Star Wars* games by JVC, with plenty of gameplay variety, beautiful graphics to look at and challenge enough to keep you occupied for days.

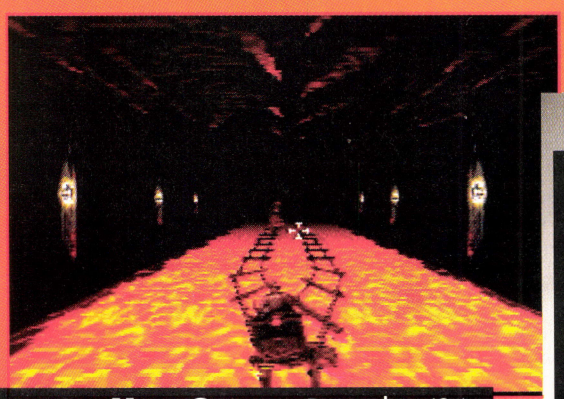
Basically, your mission is to work your way through the three films of the series in order. Yes, it's kind of a drag not being able to skip to any movie you want, but I must admit it kind of makes sense.

Some might argue that the *Indiana Jones* films were slighted by being packed onto one cartridge, but I don't think there's a problem at all—the game is filled with cool levels that cover all the main points of the movies without getting ridiculously long or hard. *Indiana Jones' Greatest Adventures* will make you do a freaky, twitchy dance.

—Gabe Soria







JVC
JVC Musical Industries, Inc

PHONE
(213) 878-0101
DEVELOPER
FACTOR 5
SIZE
16 MEG
PLAYERS
1

EDITOR'S RATINGS

BETTY 8
The whip is such a wonderful weapon.

CHRIS B. 8
Factor 5 rocks; this game plays like a *Super Star Wars* title.

CHRIS G. 6
There's more action in the movies.

BREAKDOWN

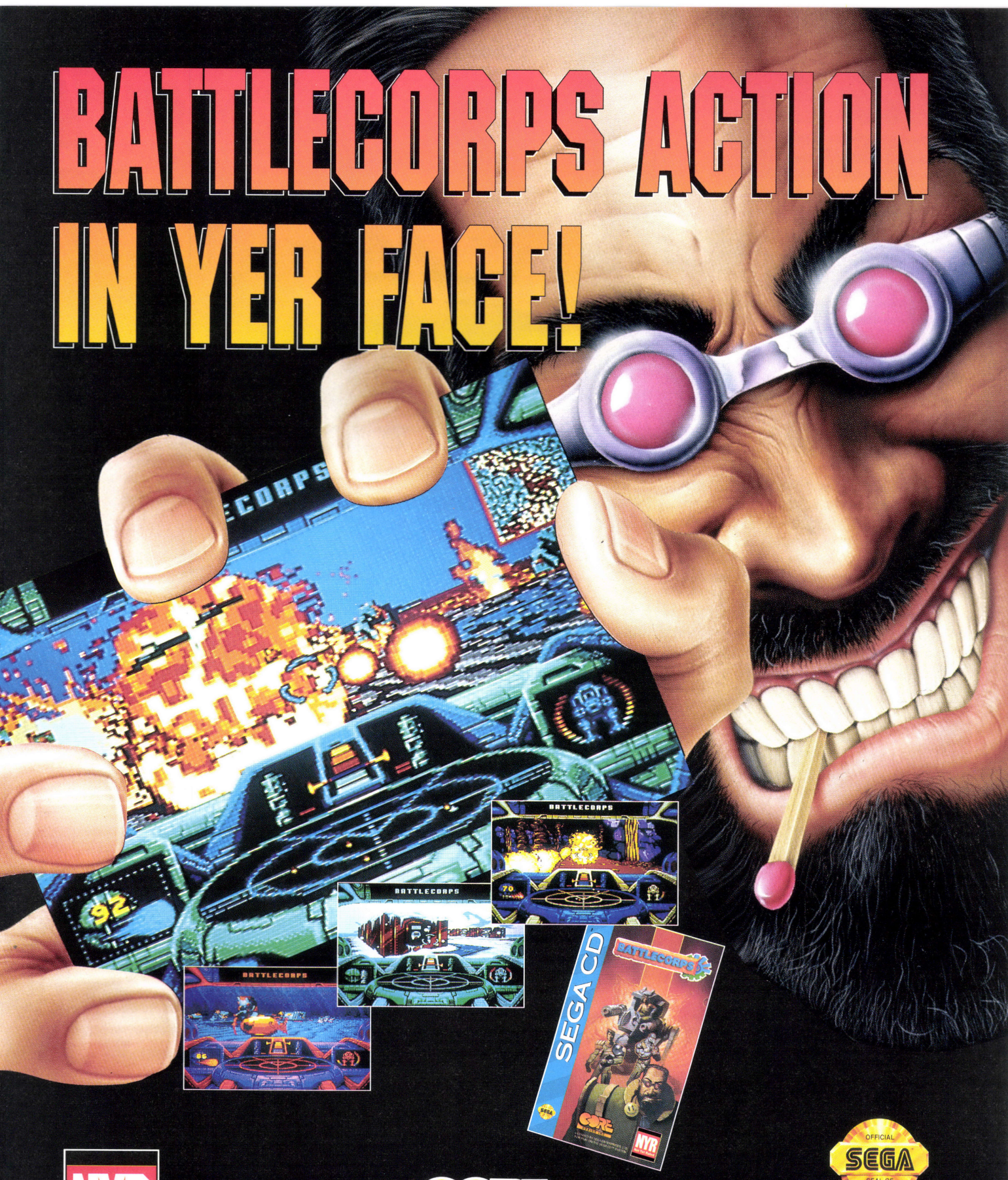
GRAPHICS 8
Man, oh man, they rock the house.

SOUND/MUSIC 9
John Williams goes digital and kicks out the jams.

PLAYABILITY 9
They should sell this stuff on street corners.

OVERALL RATING EXCELLENT 9 VIDEOGAMES

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NYR
Not Yet Rated

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GHOUL PATROL



"The horror, the horror..." That was me last year when LucasArts and Konami released what was probably my favorite game of the millennium, *Zombies Ate My Neighbors*. I can't express how *into* that game I was. Every geeky, B-movie fantasy I ever had was in that game, with a host of other rad features to boot. I lost sleep, friends, and money, I invited buddies over to play with me in marathon all-night sessions...basically, I was a *Zombies* junkie, and I'm proud to admit it. And like any good B-movie, they made a sequel.

Imagine how far my eyes bugged out when *Ghoul Patrol* hit the office. Yowza, was I hopping! Zack and Julie back again, battling the forces of evil with skill and aplomb. The story this time is more like '80s horror than vintage B-grade cheese: Zack and Julie visit an exhibit on demons of the Middle Ages at their local library and (wouldn't ya know it?) they end up releasing a plague of demons upon the world, resulting in level upon level of mind-boggling terror.

First off, I've got to say that this game is not as good as *Zombies Ate My Neighbors*. That one was a definite "10" in my book and any game coming after it has got a hard row to hoe if it wants to supplant it and reign supreme. The good news is that *Ghoul Patrol* is a very good sequel to a great game.

The set-up of the game is basically the same: Every level is a new horrifying location and you must scramble around like mad trying to save helpless victims before the monsters can get them. Improvements have been made, though. For instance, Julie and Zack can now slide under obstacles in addition to their other maneuvers, and this proves to be very helpful when possessed library books are flying around, seeking your head to collide with. There are also bosses this time around, which adds a slight bit of frustration; the game is a already hard enough, and with the addition of these super-tough bosses, it's enough to make you crack.

The graphics are a lot sharper than *Zombies Ate My Neighbors*, and the variety of monsters is pretty darn cool. Any game with demonic copier machines, cherubic demons, floating samurai ghosts and walking trees (to name a few of the assorted nasties) is a winner in my book.

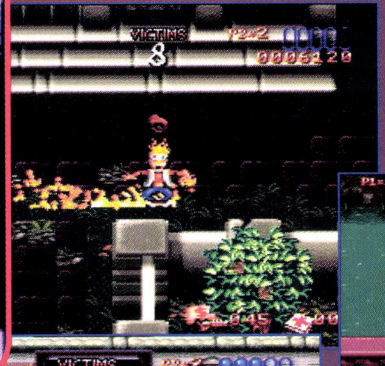
But still, I can't help being just a little bit disappointed in *Ghoul Patrol*. Why? Well, chalk it up to the sequel syndrome: The first in the series is invariably the best, and the rest never quite live up to their progenitor. Nothing's really as good the second time. Also, *Ghoul Patrol* doesn't have as much to do with classic horror this time and that's a shame. I'd rather have *Frankenstein* than *Ghostbusters* any day, but I suppose *Ghostbusters* will do in a pinch.

Ghoul Patrol is a great game and a good sequel, but gosh darn it, I liked the Bijou a lot better than the multiplex.

—Gabe Soria



"It's enough to make you crack."





This game will give you the willies and turn your hair white.



EDITOR'S RATINGS

CHRIS G. 7
A solid and fun sequel.

ZACH 6
Too difficult and repetitive.

BETTY 6
Zombies Ate My Neighbors was better.

JVC
JVC Musical Industries, Inc

PHONE
(213) 878-0101
DEVELOPER
LUCASARTS
SIZE
8 MEG
PLAYERS
1 or 2

BREAKDOWN

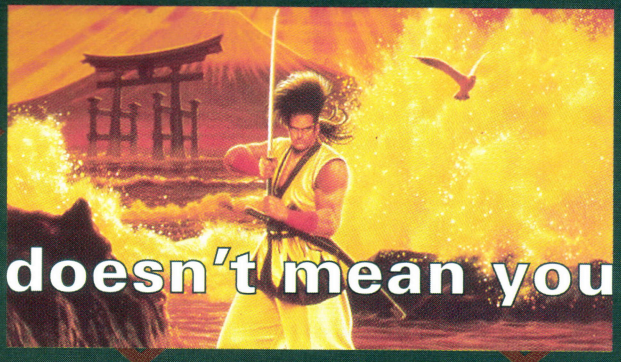
GRAPHICS 8
Are you ready for the terror?

SOUND/MUSIC 7
Not as snappy as *Zombies*, but good.

PLAYABILITY 7
Waaah, it's hard! You'll live, though.

OVERALL RATING COOL 7 VIDEOGAMES

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JVC Musical Industries, Inc.

SEGA CD™

SNK

NR Not Rated

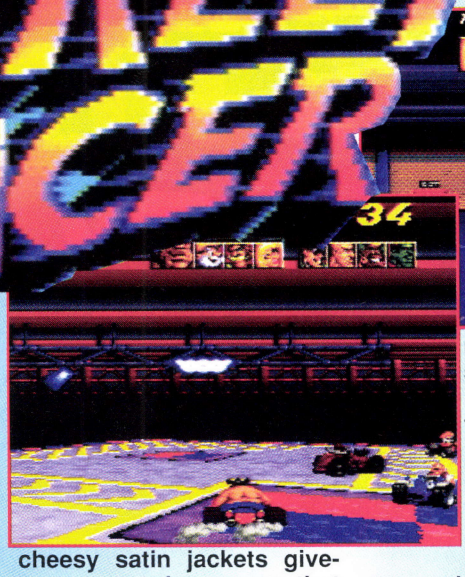
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CIRCLE #128 ON READER SERVICE CARD.

STREET RACER



My favorite Super NES game of all time is *Super Mario Kart*. I have spent many a nitro-charged evening sitting around the boob-tube, sweating bullets as I raced and battled friends while listening to Deep Purple and Def Leppard at an ear-shattering volume. With refreshments, *Super Mario Kart* is a beautiful game to behold and experience. It is a shining star in Nintendo's Super NES line-up.

I was pretty excited when I saw the Ubi Soft booth at the Summer CES. Amidst all the cheesy satin jackets give-aways stood a game that sure as heck looked like a four-player version of *Super Mario Kart*. Yes, ladies and gentleman, Ubi Soft has bestowed on the rowdy masses a game that rivals, and perhaps exceeds the debauchery-inducing fun of *Mario Kart*. I present to you *Street Racer*: a four-player *Mario Kart* rip-off that expands upon the *Mario Kart* theme, improving the game immensely.

Choose from one of eight characters:

•*Hodja* the redneck is the *Hee Haw* hot rod master.

•*Frank* is the big, monster-slamming, green guy made out of reconstituted body parts.

•*Suzulu* is my favorite, with amazing attack and handling skills.

•*Biff* is the skinhead, ready to do damage with his moon stomp.

•*Raphael*, the pretty boy, is a bad dresser with his goofy jacket, sunglasses, and turtleneck.

•*Surf* is the stereotypically buxom blonde with "good handling."

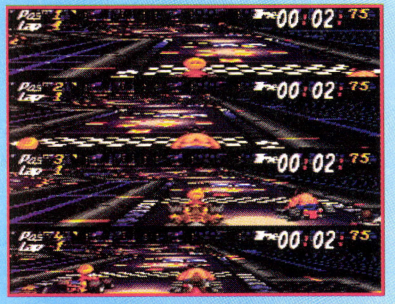
•*Helmut* is the wacko Fokker pilot with the saw-blade wheels straight out of Tom Slick.

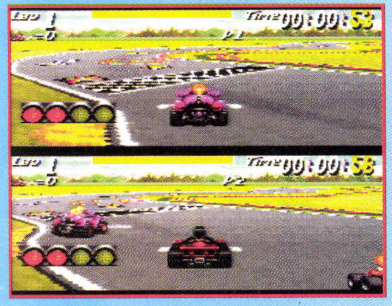
•*Sumo San* is the big guy with slow acceleration but good top speed.

In addition to cool characters, *Street Racer* has five different play modes: Practice, Head to Head, Championship (a basic race circuit), Rumble (battle mode), and Soccer (a half field, every racer-for-themselves soccer game, kind of like smear-the-guy-with-the-ball). In the racing modes, you can choose from one of 20 different tracks and three different levels of brutality in the rumble.

Unfortunately, *Street Racer* isn't perfect. The characters aren't quite as cool as those in *Mario Kart*, and the game's graphics just aren't as soothing. But, if you want to have a party, get yourself *Street Racer*, a multitap and some extra controllers. Just remember when you're having fun not to spill anything on the carpet.

—Nikos Constant











The characters are as diverse as the menu at Jack In the Box, but why does the only female have to be another stereotypical dumb blonde?

BREAKDOWN

GRAPHICS 7
Manly, but not annoying.

SOUND/MUSIC 7
Forget it, crank the stereo and do bass hits.

PLAYABILITY 8
Four players: a party waiting to happen.

OVERALL RATING ▶ GREAT 8 VIDEOGAMES

"The graphics and playability will get you and your friends dusted in no time."

EDITOR'S RATINGS

CHRIS B. 8
I love the four-player "squint" mode.

CHRIS G. 7
Smooth graphics and fun characters to boot!

ZACH 6
Super Mario Kart it ain't.

ubi SOFT

PHONE
(415) 332-8749

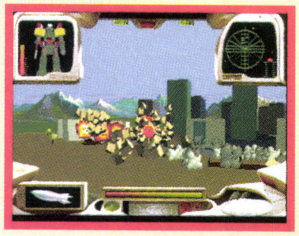
DEVELOPER
Vivid Image

SIZE
8 MEG

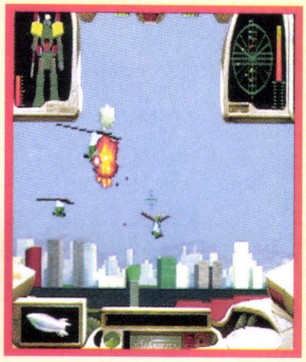
PLAYERS
1 to 4

WAR IS HELL

unless you're in a 40-ft. robot with a rocket launcher (then it's kinda cool)



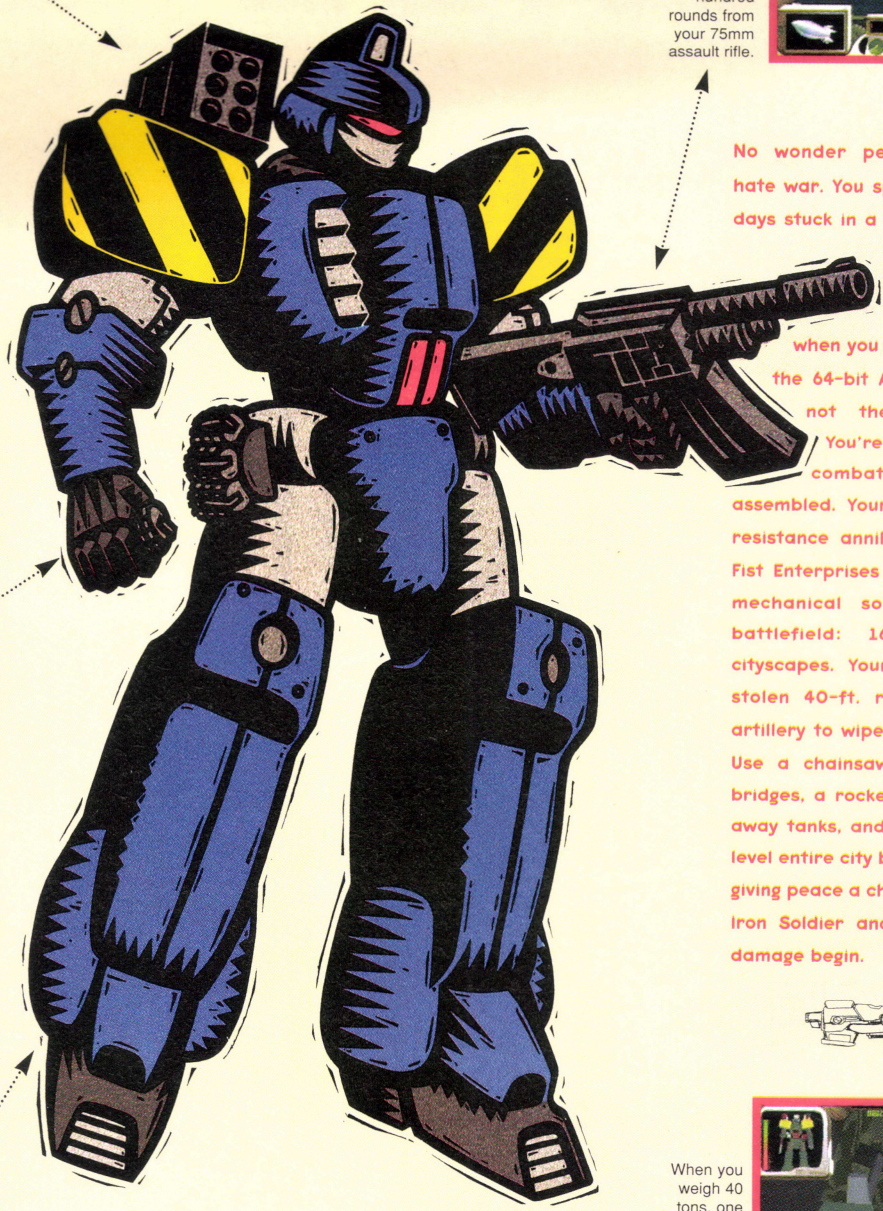
If you don't like the city you're in, use your rocket launcher to level it.



Riddle the Gauntlet helicopters with a couple hundred rounds from your 75mm assault rifle.

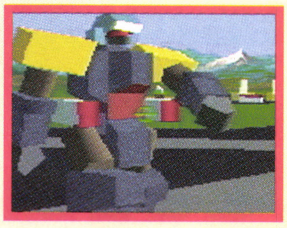


The best thing about the 3D cityscapes and texture-mapped skyscrapers is watching a grenade blow them up.



IRON SOLDIER

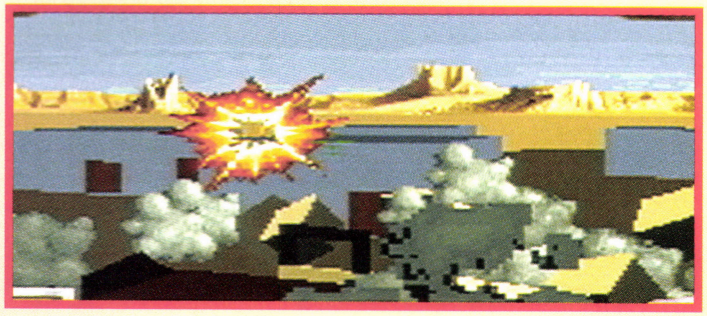
No wonder people hate war. You spend days stuck in a trench with nothing more than a wimpy rifle and a bad haircut. Luckily, when you play Iron Soldier on the 64-bit Atari Jaguar, you're not the average grunt. You're the most awesome combat machine ever assembled. Your mission: help the resistance annihilate the evil Iron Fist Enterprises and their army of mechanical soldiers. Your battlefield: 16 different cityscapes. Your arsenal: a stolen 40-ft. robot with enough artillery to wipe out New York City. Use a chainsaw to slice through bridges, a rocket launcher to blow away tanks, and a cruise missle to level entire city blocks. Forget about giving peace a chance. Climb into an Iron Soldier and let the property damage begin.



It's an enemy mech on patrol. If you don't look out, he'll recycle a few of your body parts.



When you weigh 40 tons, one foot stomp can turn a Brassard Tank into scrap metal.



The scenery may change, but your objective won't. Destroy the enemy.

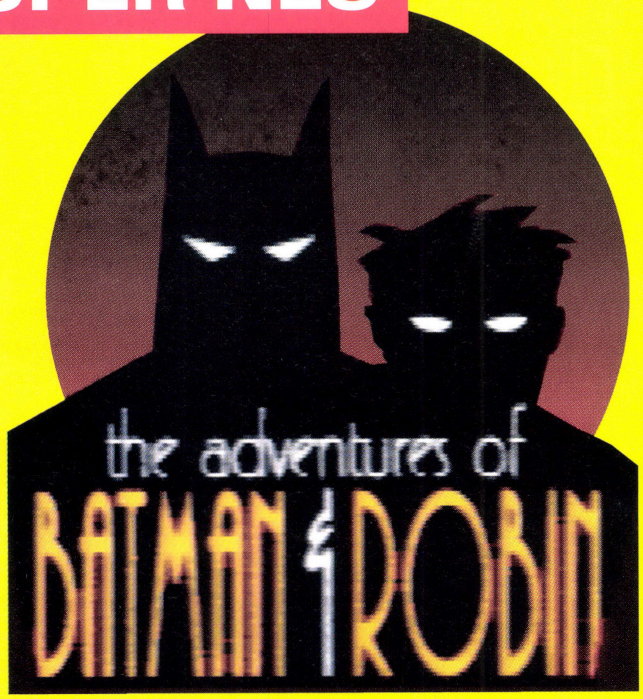
JAGUAR™ 64-BIT INTERACTIVE MULTIMEDIA SYSTEM

DO+THE MATH

ATARI® MADE IN THE USA

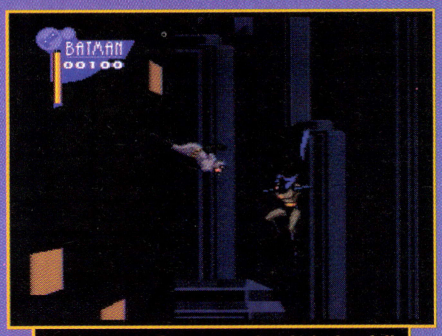
Game tips and hints: **1-900-737-ATARI**. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable on GEnie. Type JAGUAR to access this area 24 hours a day. ATARI, the Atari logo, Jaguar, the Jaguar logo, Iron Soldier and the Iron Soldier logo are trademarks or registered trademarks of Atari Corporation. Actual screens may vary. Copyright 1994, Atari Corporation, Sunnyvale, CA 94089-1302. All rights reserved.

CIRCLE #129 ON READER SERVICE CARD.



KONAMI

PHONE
(708) 215-5100
DEVELOPER
KONAMI
SIZE
16 MEG
PLAYERS
1



Batman and Catwoman battle in freefall.



Nature goes berserk and tries to off Batman.

This game is hotter than tabasco sauce.

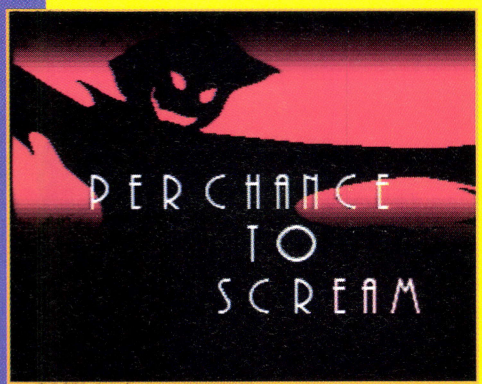
Are you ready to give up sleep, school, your loved ones, your social life and food? If the answer to these questions is "yes," then you're already prepared to play *The Adventures of Batman and Robin*, a completely addictive, frustrating, entertaining, almost perfect video game. Allow me to put it plainly: This game is hotter than tabasco sauce.

You should already be familiar with the way-cool animated TV series which this cart is based on. If you aren't, then slap yourself, you cretin. Basically, this game has faithfully adapted the gothic look and feel of the show in an alarmingly accurate fashion. It's almost spooky how close the designers of this game came to making a cartoon; the characters are big and beautifully animated.

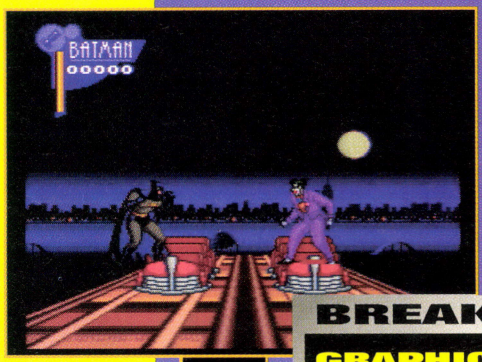
Yes, I'm gushing, and no, I'm not ashamed. You've got to see this game to fully appreciate what its magic is. Remember how impressed you were with *Disney's Aladdin*? That warm, fuzzy feeling will revisit you when you slip this puppy into your SNES.

Talk about bang for the buck! The levels are wildly inventive and varied. Check out the driving levels, the Riddler's maze, and Batman's freefall fight with Catwoman (to name a few) and prepare to be impressed. In addition to these features, *The Adventures of Batman and Robin* features rock solid action gameplay. No, Konami didn't pay me to write this review, *The Adventures of Batman and Robin* is that good.

—Gabe Soria



Doesn't this look cool? You betcha it does.



Deflect the Joker's bombs and don't be a punk.

EDITOR'S RATINGS

CHRIS B. 9
Sharp graphics, killer soundtrack, fun to play—what a combination!

NIKOS 7
Complete with saltpeter, spicy!

CHRIS G. 7
Great animations from the TV show!

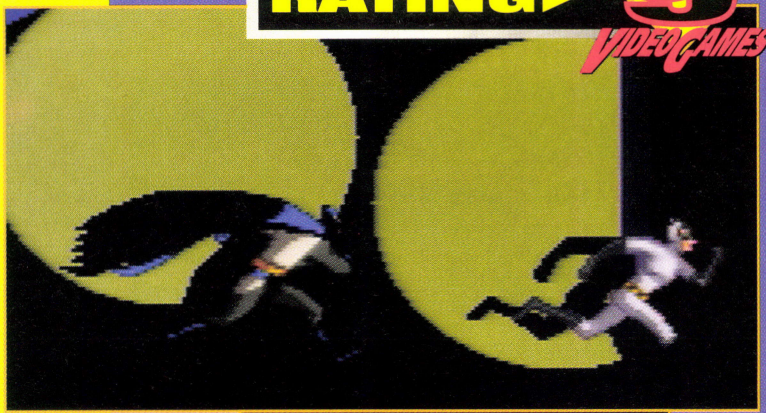
BREAKDOWN

GRAPHICS 10
The animation looks just as good as the series.

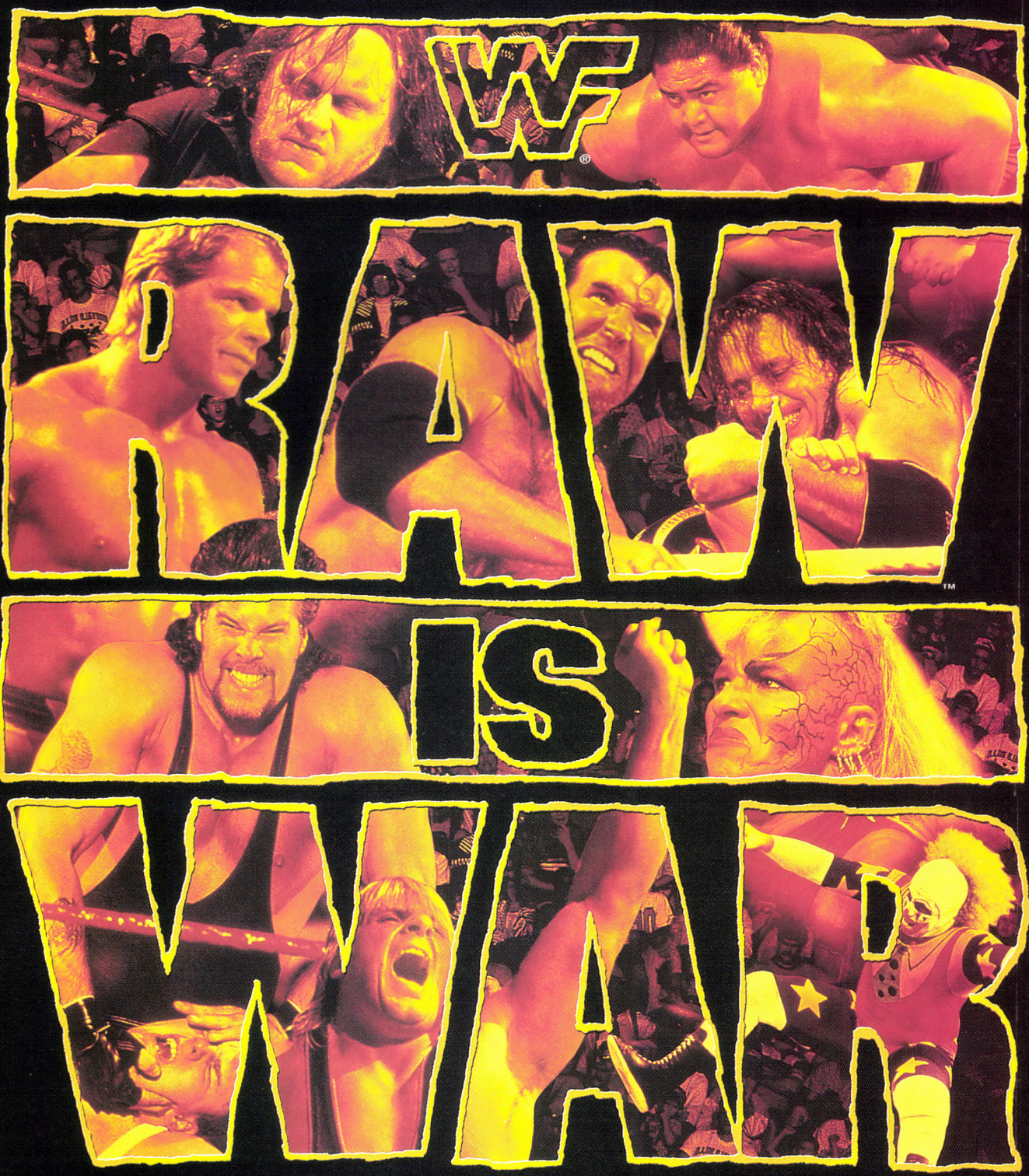
SOUND/MUSIC 9
Digitized grunts and Danny Elfman...cool!

PLAYABILITY 8
Kind of hard, but that's Batman's life.

OVERALL RATING EXCELLENT 9 VIDEOGAMES



The special effects in this game will slay you.



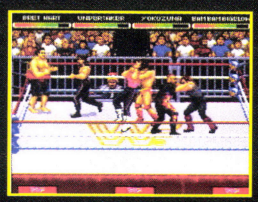
SUPER NES® GAME BOY® WF® RAW™ GENESIS™ GAME GEAR™



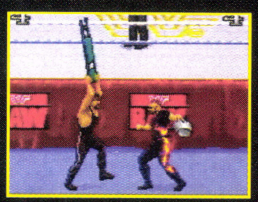
ALL NEW MEGA-MOVES LIKE THE CANNONBALL...



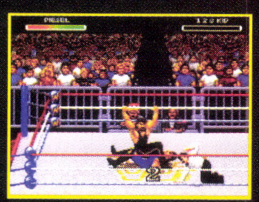
AND THE FIELD GOAL KICK!



FIRST 4-PLAYER WF® GAME!



OUT-OF-THE-RING MAYHEM!



NEW PINS AND SUBMISSIONS!

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CIRCLE #130 ON READER SERVICE CARD.

ALIEN vs PREDATOR

ATARI

PHONE
(408) 745-2000
DEVELOPER
REBELLION
SIZE
4 MEG
PLAYERS
1

There's never been a game I've waited for more anxiously than this one—and I think many other Jag owners would agree. During the last six or seven months, the hype surrounding this thing has been incredible, so I wondered if it could actually live up to such high expectations. Well, the wait is finally over. *Alien vs. Predator* is here.

In case you've been locked in a closet for the last year, I'll fill you in on the *A.V.P.* scenario: You roam the corridors of a Marine base playing one of three characters—the Alien, the Predator, or the Colonial Marine—and your objectives vary depending on who you've selected to control.

As the Alien, your main goal is to free the Alien Queen being held prisoner in the Predator spacecraft, which is docked at the base. To succeed, you'll need to do a whole lot of killing—and Marine troops and Predators happen to be your favorite snacks! Your main offensive weapons are the Tail-Slash, Claw Attack and Extending Jaw. As the Alien, one advantage is speed of movement; it's almost *too* fast to control! The other is "Cocooning." After stunning an enemy, you can cocoon them; if you do, an alien embryo begins to develop. Once the embryo is fully grown, it gets added to your supply of lives; if you die, you'll start back at the location of the first available cocooned enemy.

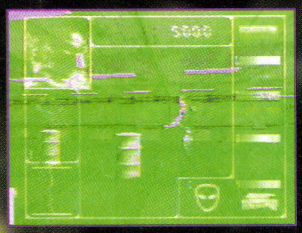


As the Alien, you'll need to use speed to your advantage, especially when coming face-to-face with trigger-happy Marines!

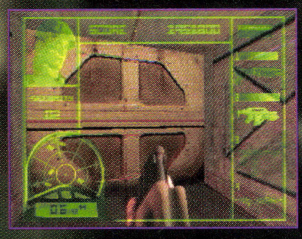


To cocoon an enemy, attack with Claw, then Tail, then Claw. When the message "*Cocoon the Enemy*" appears, stand over the victim and you'll see the words "*Cocoon Completed*".

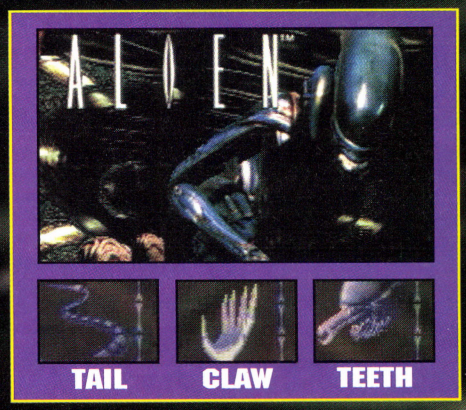
Playing as the Predator involves slaughtering Aliens and Marines and—most importantly—retrieving the Alien Queen's skull! Weapons include the Wrist Blade (the only weapon you can use at first), Combi-Stick, Smart Disk and Shoulder Cannon. To receive them, you must score specific "Honor Point" totals (I'll get to that in a minute). Also, you have a cloaking device for sneaking up on the enemy. When invisible, a Spectrum Filter kicks in and you can adjust it to one of five different settings to locate enemies. When you kill an opponent while visible, Honor is proven and you score points. If you kill while you're *invisible*, points are deducted for being a wussie Predator coward! Finally, as you pick up Med Kits and food around the station, it's stored in reserve and you can transfer the energy anytime you want.

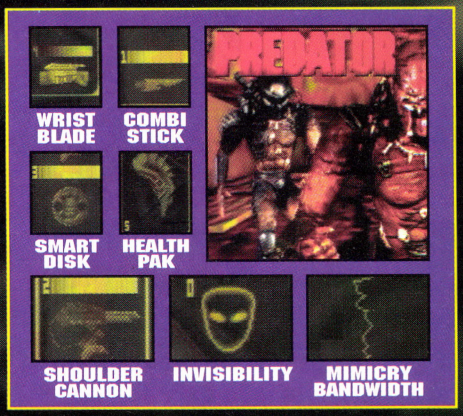


As the Predator, try to stay invisible for as long as possible; then, just before you strike an enemy, decloak and kill!



You'll find that some of the elevators won't take you to certain levels, so check out all of them.





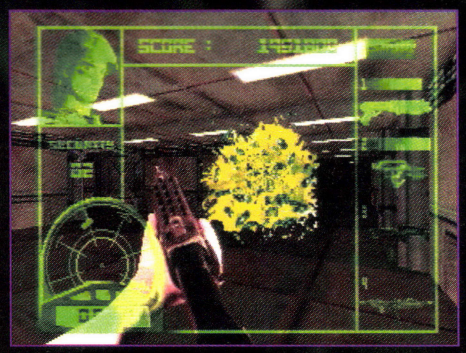


Your third choice, the Marine, is the most fun to control. Other than the obvious goal of going on a massive killing spree, your objectives are to locate security clearance cards, off the Alien Queen, set the station to self-destruct and flee in the escape pod (whew!) You'll need to locate a variety of weapons, ranging from a Shotgun to a Flame Thrower to a Smart-Targeting Gun (perfect against Predators). Also, you can access computer files for maps and messages left by other soldiers.

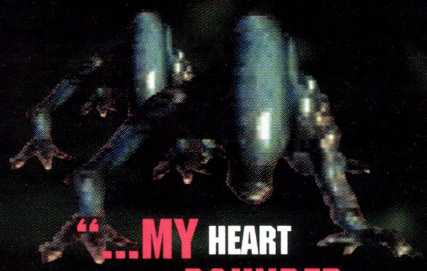
In all honesty, *Alien vs. Predator* is much more than just a new Jaguar game—it's an UN-FREAKING-BELIEVABLE experience! I've played a lot of



Want to find the *Motion Tracker*? Enter sub-level five via the east elevator. Take the passage to the right, then turn left and enter the first door on the right. Now they can *run*, but they can't *hide*!



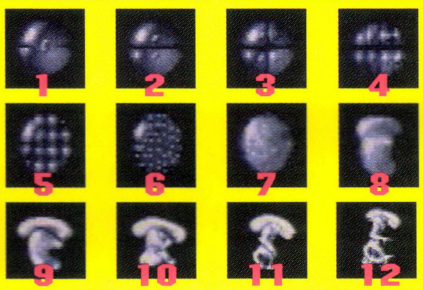
Try to kill Aliens from a safe distance, otherwise, the acid spray may hit you. Another tactic is to kill them in *rooms*—not corridors—because that way, you can walk *around* the acid puddles.



"...MY HEART LITERALLY POUNDED WITH FEAR... ...THIS GAME SCARED THE HELL OUT OF ME."

video games, but none has ever affected me like *A.V.P.* did. I turned the lights off, put headphones on and allowed myself to become lost in the game's atmosphere and intensity. My eyes watered, the hairs on the back of my neck stood up and my heart literally *pounded with fear* as I carefully peered around each corner of the base. This game scared the *hell* out of me. I'm not exaggerating; I've seen other people react the same way. I'm talking about a total, 100%, you-are-in-the-game-right-now experience. Of course, *"In space, no one can hear you scream"*...but while I was playing this game I made so much noise and yelled out so many four-letter words that I thought I'd end up getting *evicted*!

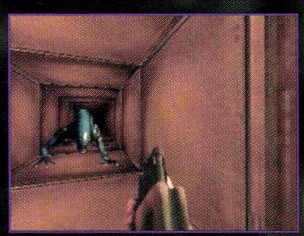
ALIEN EMBRYO GROWTH CHART



There are 12 primary stages of growth for an Alien embryo. Here they are from start to finish.



Prepare for the worst once you gain access to the Med Lab; Aliens come from everywhere!



The air ducts are your only way into certain rooms... rooms which contain important items.

The graphics are superb-looking; smooth, first-person, *Doom*-style visuals, not some crummy half-baked crap to tide Jag owners over. This is what I bought a Jaguar for in the first place: 32,000-color texture-mapped environments to make me shake my head in disbelief.

Sound? Most of you have never heard sound effects like these in a game before. The atmospheric humming of the engines...the hydraulic elevator noise...the pulsating motion-tracker...the Predator's cloaking "flash" sound and his clicking-teeth effects. They are all in this cartridge and that's not even the *half* of it. Wait until you get a load of some of the Predator's voice samples...they are taken straight from the first movie!

The controls in *A.V.P.* work fine. Using and switching weapons, for example, is fairly easy. Movement throughout the corridors is responsive, and the H.U.D. (Heads-Up Display) can be adjusted or turned off completely.

As far as pure gameplay goes, *A.V.P.* is definitely fun, but I felt as if something was missing. The levels are massive in size—which I like—but even with the computer and on-screen level maps, it's not easy to get to where you want to go. A "you are here" type of marker and a compass would have helped enormously. Fortunately, with three awesome character choices (each with its own specific objectives), weapons galore and truly exciting play mechanics, this still adds up to one impressive game.

Congratulations to the entire *A.V.P.* development team. I'm still in shock from this game, even with the slight directional confusion. It's an experience you will never forget; well worth the long wait. Pick it up, strap yourself in and feel your heart rate increase... and when you play *A.V.P.*, don't forget to pack an extra pair of *B.V.D.*s!

—Jim Loftus

EDITORS' RATINGS

CHRIS G. 10
A masterpiece and a milestone.

CHRIS B. 9
I got lost in the experience of playing *A.V.P.*—great game play, great atmosphere.

ZACH 8
Great game play, but weak animation.

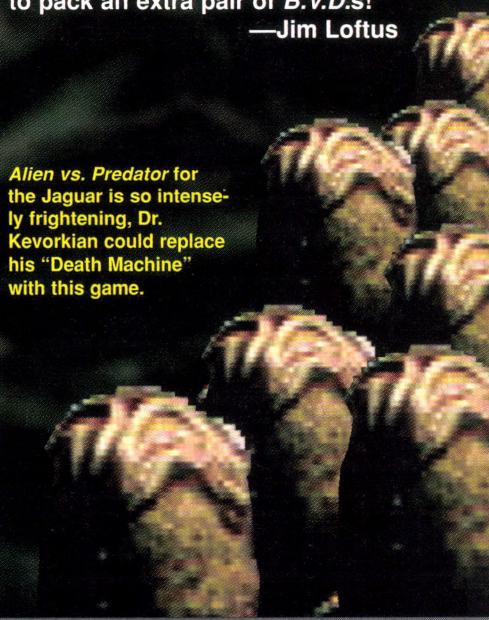
BREAKDOWN

GRAPHICS 10
Ultra-realistic and absolutely stunning!

SOUND/MUSIC 10
Mostly digitized straight from the movies.

PLAYABILITY 8
Very good, just try not to get *lost*.

OVERALL RATING ▶ EXCELLENT 9 VIDEO GAMES



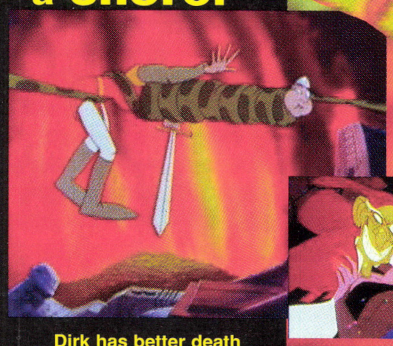
Alien vs. Predator for the Jaguar is so intensely frightening, Dr. Kevorkian could replace his "Death Machine" with this game.

DRAGON'S LAIR II

TIME WARP



"Watching this game is a treat; playing it is a chore."



Dirk has better death scenes than Jimmy Cagney.

PHILIPS

PHONE
(310)444-6600

DEVELOPER
SUPERCLUB

SIZE
CD

PLAYERS
1

BREAKDOWN

GRAPHICS 9
Beautiful Don Bluth animation.

SOUND/MUSIC 9
Cool cartoon voiceovers and effects.

PLAYABILITY 5
Not much to play, really.

OVERALL RATING OKAY 5 VIDEOGAMES

EDITOR'S RATINGS

BETTY 6
Another *Dragon's Lair* game?

CHRIS G. 3
I don't care if the CD-I version is superior. I hate this type of game! Moving this way or that, watching the same ten-second cartoon over and over is not my idea of fun. More like torture.

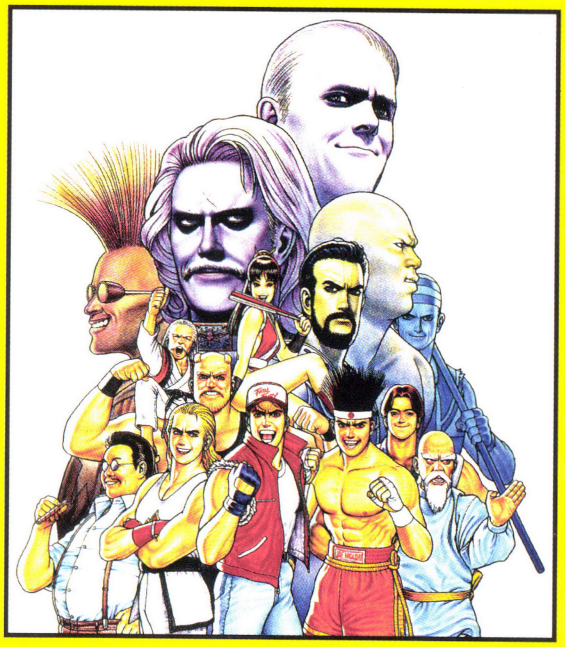
Dragon's Lair was *the end* when I was a kid. If anybody I knew tried to say that it wasn't the coolest game on two wheels, my friends and I would drown out their voices with loud hoots and catcalls. A cartoon you could play! If that wasn't the apex of human invention, I didn't know what was. It was too bad, though, that I could never afford the fifty cents it took to play the damn machine; instead, I would just hang out and watch a monied teenager with time on his hands slowly beat the thing and lose his allowance in the process.

What a difference ten years makes. Now there's a sequel to *Dragon's Lair* (which was originally produced for the arcades but was never as widely distributed as the original) called *Dragons Lair II: Time Warp*, and it looks just as good as the first game. This comes as no surprise; it's a product of Don Bluth studios which—in addition to animating the first *Dragon's Lair*—is better known as the creator of feature films like *The Secret of Nimh* and *An American Tail*. The story is also just as engaging as the first. Years have passed since Dirk the Daring rescued Princess Daphne from Singe's castle, and they have busied themselves with producing a rather large brood of children. But guess what? That's right. Daphne gets kidnapped again—only this time it's by the evil wizard Mordrok, who wants to turn Daphne into his bride by placing the ghastly ring of death upon her finger. A princess in peril equals a husband on a quest, so Dirk has to travel through time to rescue his sweetheart.

Cool story, beautiful animation, neat sound effects...but not a very good game. Don't get me wrong: This is an excellent animated movie, but the gameplay leaves a little something to be desired. First of all, there's not a whole lot that you can do to really affect things in the world of Dirk the Daring; all you do is move where the game tells you to and hope you get the timing right. Another thing which really bugged me about *Time Warp* was the fact that there was no way for you to continue your game at the point where you lost your last man; if you lose all of your guys, you'll be sent all the way back to the beginning. Talk about a major drag! I was about to pull an Ernest Hemingway after getting really far in the game only to be sent back to square one. Aaaaarggh! It's frustrating!

Watching this game is a treat, playing it is a chore. After a few rounds of seemingly arbitrary death scenes, you might start to wish you had this on videotape.

—Gabe Soria



Sure we offer a variety of more things BUT, it doesn't matter cuz you're still gonna get your

BUTT KICKED!

FATAL FURY SPECIAL





JVC MUSICAL INDUSTRIES, INC.

SEGA CD™

SNK

NR Not Rated

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CIRCLE #131 ON READER SERVICE CARD.





The big character sprites and creepy animation combine for an awesome alternative to *Street Fighter* and *Primal Rage*.

Fill up the hit meter to do a super special move for extra damage.











DARK STALKERS

"Frankenstein, Dracula, and the Wolfman! A video game for fans of psychotronic cinema and fighting games alike."

Dark Stalkers is a radical improvement over the goody-goody two-shoes wimpiness of *Street Fighter 2*. Now you can take it around the world using some of the world's most famous monsters. That's right, if The Vampire Lestat is your cup of tea, try out Demiori; Abominable Snow Man freaks can play Sasquatch; fans of the late, great, Michael Landon can play Talbain, the Wolfman; and if you can't get enough of Samantha and Tabitha on Nickelodeon, try out Morrigan, the witch.

The people at Capcom must have gotten together for a weekend of watching monster movies. Maybe they got a little dusted, and in the midst of all the fun, some crazy guy must have yelled out "Hey let's do a game with monsters, guys!" Lori Thornton, in a fit of zaniness, started doing the "Monster Mash," and the developers knew that it was a go!

The first thing you'll notice when you drop your quarters (that's right, this game is 50 cents a pop) is the quality of the character sprites. These puppies are big! The increased size of the characters helps bring the brutality of the monsters' on-screen battles right up to your face. This is the kind of game that taps you on the nose, and then fists you. Comparing it to *Primal Rage*, another monster-themed game, I found that the interaction between controls and on-screen movements was much more fluid. This may be why you see the lines a little bit longer around the *Dark Stalkers* machines.

But what about the characters? Are they just *Street Fighter 2* rip-offs in monster costumes, or is there something different here? Well, there's not a whole lot that's new. Though each character has a plethora of secret moves, you know that the fireball is, once again, a standard move, and there's a power move when your "hit" meter fills. But, in defense of the game, I'd have to say that the character's moves have been developed with a little more thought then the *Street Fighter* characters. The Catwoman, Felicia, moves just like a cat, and the Frankenstein monster gives new meaning to the term "butt-kicking."

Along with *Daytona*, *Dark Stalkers* is one of the few games that has consistently drawn me back to the arcade every weekend. It will definitely be an amazing game when it finally hits the home systems. Don't just try this game, stalk it!

—Nikos Constant

BREAKDOWN

GRAPHICS 9
Street Fighter-style with an *Addams Family* flair.

SOUND/MUSIC 8
Spooky, yet tough.

PLAYABILITY 8
Snappy. Flows better than *SSF2*.

OVERALL RATING EXCELLENT 9 VIDEOGAMES

EDITOR'S RATINGS

GABE 10
Monsters fighting to the death! Perfect!

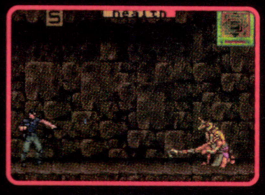
CHRIS G. 7
Is this *Street Fighter: The Next Generation*? We shall see.

ZACH 7
If I see another fighting game, it will be too soon.

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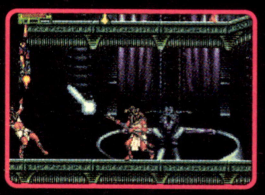
BUT WILL
IT BRING
YOU BACK?



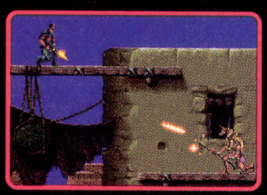
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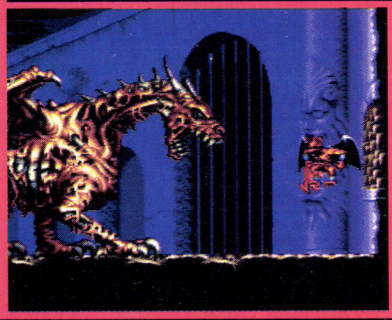
CIRCLE #132 ON READER SERVICE CARD.

CAPSULE REVIEWS

December 1994

SUPER NES

DEMON'S CREST • CAPCOM • 1 PLAYER • 16 MEG



Demon's Crest is a very scary game, and that's good. In this dark version of *Ghouls 'n' Ghosts*, you play a demon who's on a quest to find some sacred stones. Of course, various baddies want to make your life hell, so you must use your fireballs and other weapons, including magic spells, to destroy them. I won't be surprised if this game becomes a huge hit, 'cause it's so cool. The graphics are truly amazing and detailed to the hilt. The design of the monsters, from the demons to the ghosts to the crafty bosses, will make you drool and the music will frighten you.

BREAKDOWN

GRAPHICS 9
Gothic and beautiful.

SOUND/MUSIC 8
Moody, scary, chilling.

PLAYABILITY 8
Challenging and rewarding.

OVERALL RATING GREAT 8 VIDEOGAMES

SUPER NES

R-TYPE III • JALECO • 2 PLAYERS • 16 MEG



R-Type III is a tremendously fun shooter. You and a friend can kick back and shoot away. It's a game for anyone who's a shooter fan and even for those who aren't. Choose from three weapon types that are efficient and feel darn good to use. Shoot at cool mecha-robots that are just about half as big as the screen itself. Graphics will make you sweat. A real outer-space feeling. You're going to wish that you were really inside that little spacecraft. (Well, until it blows up.)

BREAKDOWN

GRAPHICS 9
Beautiful, like my face.

SOUND/MUSIC 9
No annoying music. Nice laser sounds.

PLAYABILITY 9
It's amazingly fun.

OVERALL RATING EXCELLENT 9 VIDEOGAMES

SUPER NES

WILD SNAKE • SPECTRUM HOLOBYTE • 1-2 PLAYERS • 4 MEG



Tetris with snakes? This perfectly describes *Wild Snake*, a puzzle game that seems to have no point whatsoever. I guess the point is not so much to win as it is to keep from losing. That's a drag. A snake will fall on the screen, and you'll have to find another snake of the same color to replace it. The snakes are creepy, and they move all funkily, like those colorful gummy snakes that are so much fun to eat. The only excitement you might get from this game is forcing someone who's got snake-phobia to play it.

BREAKDOWN

GRAPHICS 6
Creepy-crawly snakes all over the place.

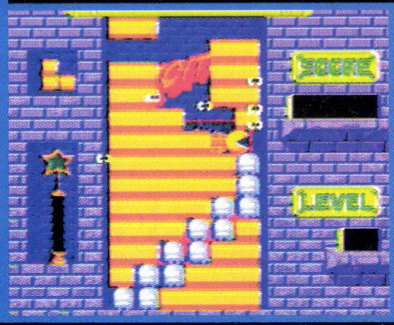
SOUND/MUSIC 5
The music sucked.

PLAYABILITY 5
It gave me a headache.

OVERALL RATING OKAY 5 VIDEOGAMES

GENESIS

PAC-ATTACK • NAMCO-HOMETEK • 1-2 PLAYERS • 2 MEG



There are three different modes: normal mode, puzzle mode and versus mode. If you really want a challenge put the difficulty setting on "hyper." You've got a limited number of pacs to eat up all the ghosts on one screen, and there are 100 screens.

So it isn't quite *Tetris*, but it's an all-right game. At least it's a change from *Tetris*. And you can also play with a friend, sort of *Puyo Puyo* style.

BREAKDOWN

GRAPHICS 7
The ghosts are so cute when they yawn.

SOUND/MUSIC 7
That funky Pac-Man beat.

PLAYABILITY 7
It's a challenge.

OVERALL RATING COOL 7 VIDEOGAMES

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GENESIS

GENERATIONS LOST • TIME WARNER • 1 PLAYER • 8 MEG



Wow, it seems like *Prince of Persia* and *Flashback* are well on their way to becoming legends and archetypes in the world of Genesis gaming. Well, you have your lucky stars to thank that *Generations Lost* is a really great *Flashback* imitator. If you were a fan of the intricate adventure and role-playing aspects of *Flashback*, you'll really be in hog heaven over this fantasy/action cart. Smooth as silk animation, neat story, and lots of alien death. It's a winner, Lee Roy, it's a winner.

BREAKDOWN

GRAPHICS Lookit the purty colors...	8
SOUND/MUSIC Unimpressive. Listen to Codeine.	6
PLAYABILITY Very addictive.	8

OVERALL RATING COOL 7 VIDEOGAMES

GENESIS

CLAY FIGHTER • INTERPLAY • 1-2 PLAYERS • 16 MEG



Genesis owners, you can finally stop pouting. Interplay's excellent *Clayfighter* has finally been released for your system. No longer will your friends who own the SNES version have a monopoly on the fun. In case you're not in the know, *Clayfighter* is a really wild and original fighting game in which you play characters such as Bad Mr. Frosty, The Blob, Taffy, Tiny and Blue Suede Goo (a clay version of Elvis) and others in their quest to rule the, circus. The end-boss looks like a bunch of grapes. He's kinda easy to beat, but this is a great game and you must have it.

BREAKDOWN

GRAPHICS Cool digitized claymation.	9
SOUND/MUSIC Hey, watch the hair, man!	8
PLAYABILITY Kind of easy, but entertaining.	7

OVERALL RATING GREAT 8 VIDEOGAMES

GENESIS

CRYSTAL'S PONY TALE • SEGA • 1 PLAYER • 8 MEG



I fully expected to loathe *Crystal's Pony Tale*. I thought it would make my teeth hurt and upset my stomach. The manly man in me was going to get off on trashing it. Surprise, surprise: it's actually a pretty fun game. While I wouldn't recommend it for hard-core Kombatheads, your little brother or sister might dig its inoffensive fun. The graphics are decent and the gameplay is surprisingly addictive. Be sensitive like me and get this for a needy li'l kid for Christmas.

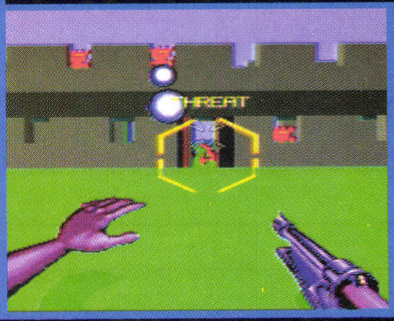
BREAKDOWN

GRAPHICS Bland, but five-year-olds won't care.	6
SOUND/MUSIC Cute, but kind of sickening.	6
PLAYABILITY Simple to play, easy to get into.	7

OVERALL RATING GOOD 6 VIDEOGAMES

GENESIS

LAWNMOWER MAN • TENGEN • 1 PLAYER • 16 MEG



The "virtual reality" levels are amazing to look at and a whole heck of a lot of fun to play. With your arms are sticking out in front of you, it really feels like you're flying. It looks incredibly cool—all polygon graphics and very colorful. The other levels comprise your basic action platform game. You play as either Dr. Angelo or Carla and you're shooting your way through each level. A lot of action. You'll enjoy this game even if you didn't see the movie.

BREAKDOWN

GRAPHICS Those "VR"levels will make you sweat.	8
SOUND/MUSIC Sounds like I'm shooting at aliens.	7
PLAYABILITY You may even become an addict.	8

OVERALL RATING GREAT 8 VIDEOGAMES

GENESIS

ZERO TOLERANCE • ACCOLADE • 1 PLAYER • 12 MEG



A cool-looking *Wolfenstein*-type game for the Genesis. The plot involves aliens and marines and all that sort of crap, so it's not very original. If you've been wanting to play *Doom* but don't know anybody with a PC, rent this game but don't buy it. *Doom*'s a thousand times better, so save your cash for a computer (or the Genesis 32X). *Zero Tolerance* is...OK, nothing great or amazing, the game screen is shrunk way too small. While you might trip out to the smooth first-person view, I'd rather play *Mortal Kombat* instead, though.

BREAKDOWN

GRAPHICS Impressive 3-D action.	8
SOUND/MUSIC Not special at all.	5
PLAYABILITY Diverting for an evening, that's it.	5

OVERALL RATING GOOD 6 VIDEOGAMES

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GENESIS

RICHARD SCARRY'S BUSY TOWN• SEGA • 1 PLAYER • 16 MEG



A game for little kids that's really cute. You play as Lowly Worm, flying around in his little apple helicopter. Lowly visits different places in town, like the deli or the shipyard. At the deli you have to take customers' orders and make sure they get what they want—stuff like apples and yogurt and pizza that all come out of the same machine. At the shipyard you have to prepare a ship for sail. It's all good clean fun. It's on the slow side as far as action goes, but it's probably a great game for younger kids.

BREAKDOWN

GRAPHICS	8
All the characters have weird feet. Nice.	
SOUND/MUSIC	7
Good for the kiddies.	
PLAYABILITY	7
Best for little kids.	

OVERALL RATING COOL 7 VIDEOGAMES

GENESIS

BONKERS • SEGA • 1 PLAYER • 8 MEG



Bonkers is the game based on the Disney cartoon. A cat that's also a cop. Cartoon-quality animation and graphics. A good 8-meg job. It's too bad that Bonkers is such a corny-looking character though. The gameplay isn't too impressive. Just not very exciting. You throw bricks to build a wall. You bust boxes to find a mouse. Bonkers throws donuts to save valuable pieces of art. I liked the throwing donuts thing, I must admit. But just remember: If you're looking for action, look elsewhere.

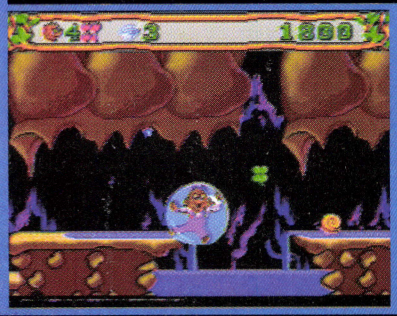
BREAKDOWN

GRAPHICS	6
I just don't like the character.	
SOUND/MUSIC	6
Nothing memorable.	
PLAYABILITY	7
I like when Bonkers throws donuts.	

OVERALL RATING COOL 7 VIDEOGAMES

GENESIS

BERENSTEIN BEARS • SEGA • 1 PLAYER • 16 MEG



This game is stupendous. Playing a Berenstein Bear is super-duper fun. They're out on some kind of picnic, and you control one of the bears in an action platform game. Run through the trees looking for honey and all that. Explore caves. Find precious jewels. Discover hidden bonus levels. I could play this game for hours.

BREAKDOWN

GRAPHICS	8
Simple. Clean.	
SOUND/MUSIC	7
Boogie down with the Berenstein Bears.	
PLAYABILITY	9
Sister Bear can really shake it.	

OVERALL RATING GREAT 8 VIDEOGAMES

GAME BOY

TINY TOON ADVENTURES WACKY SPORTS • KONAMI • 2 PLAYERS • 1 MEG



You almost pee your pants every day, eagerly awaiting the next appearance of Buster and Babs Bunny on the nearest boob tube. Okay, maybe not. But you like them, right? If you're a fan of the cartoon and a sports buff, than this game is for you! Well, this game gives you yet another opportunity to watch Babs and Buster...yes, you got it...jump around. Play all kinds of sports: baseball, football, basketball. And you know what else? It's wacky.

BREAKDOWN

GRAPHICS	9
Super cute, like the TV cartoon.	
SOUND/MUSIC	7
Pretty much standard.	
PLAYABILITY	8
This game makes sports fun.	

OVERALL RATING COOL 7 VIDEOGAMES

GAME BOY

YOGI BEAR'S GOLD RUSH • GAMETEK • 1 PLAYER • 1 MEG



Yogi Bear has the cutest tummy. And it sure is a lot of fun watching it bounce around. (I wonder if he has an innie or an outtie?) Anyway, this is a great game for the Game Boy. A run-and-jump game with great graphics. Look for picnic baskets and watch out for things like spiders and gloopy things on the ground.

BREAKDOWN

GRAPHICS	8
Yogi's tummy looks good.	
SOUND/MUSIC	7
Good sound even without Yogi samples.	
PLAYABILITY	8
It's fun collecting picnic baskets!	

OVERALL RATING GREAT 8 VIDEOGAMES

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CIRCLE #134 ON READER SERVICE CARD.

3DO

STAR CONTROL II • CRYSTAL DYNAMICS • 1-2 PLAYERS



Star Control II is an incredibly deep strategy game. This game is so deep, you should get college credits for finishing it! The 3-D rendered graphics of the alien worlds are beyond belief. The far-out landscapes and cosmic creatures are fantastic—better than recent sci-fi movies. (Heck, I think lately the best science fiction can be seen in computer and video games and not at the movies, but I digress.) The voice acting is cheesy at times, but besides this one flaw *Star Control II* has long-term play value with an entire galaxy to explore. Plus it's really fun to play super melee or two-player combat and blow up alien spacecraft. Very highly recommended. (As a special bonus, *SCII* contains that much-needed 3DO memory management software. Yes, there is a God!)

BREAKDOWN

GRAPHICS Beautiful 3-D rendered ships, evil aliens.	8
SOUND/MUSIC The music is awe-inspiring.	9
PLAYABILITY Welcome to long-term-play-value city.	9

OVERALL RATING EXCELLENT **9** VIDEOGAMES

3DO

SLAYER • SSI • 1 OR MORE PLAYERS



Finally, someone has created a role-playing game in a 3-D virtual world—and for a guy who normally hates RPGs, I'm not embarrassed to say I like it! *Slayer* does the *Doom*-style interface one better by allowing you to explore your 3-D dungeon upwards and downwards as well. You can customize your character and go explorin'. The elves and creatures you'll encounter are easily vanquished (in kinda cheesy animations). *Slayer* has the added attraction of creating an entirely new dungeon for each game, resulting in what the box describes as "millions" of possibilities. The save feature also really helps. Whether you're a fan of the genre, or like me, used to despise and make fun of the kids in the local *Dungeons & Dragons* club, you'll definitely want to check it out.

BREAKDOWN

GRAPHICS Better than short, stubby RPG characters.	6
SOUND/MUSIC There's not much, silence is kinda eerie.	4
PLAYABILITY It's fun to explore and kill!	7

OVERALL RATING GOOD **6** VIDEOGAMES

3DO

SHADOW: WAR OF SUCCESSION • TRIBECA DIGITAL STUDIOS • 1-2 PLAYERS



Not just a bad fighting game for the 3DO, but a bad fighting game for any system. The animation of the digitized characters is as weak as it gets. Special moves are next to impossible to execute, although this might be due to that annoying Panasonic 3DO controller problem. The characters have no personality and what little story exists is lifted from some bad cop movie. Do not buy this game under any circumstances, no matter how desperate you are to try out a new fighting game for your 3DO. You can thank me later for saving you 60 bucks. (The *VideoGames* staff were not sent a copy of this game for review and I'll bet we know why—it sucks! We went out and bought a copy ourselves—reader beware.)

BREAKDOWN

GRAPHICS Looks like poorly lit video.	2
SOUND/MUSIC Bad actors do the voices, lousy music.	0
PLAYABILITY Indescribably slow and unresponsive.	2

OVERALL RATING BAD **2** VIDEOGAMES

3DO

REAL PINBALL • PANASONIC • 1 PLAYER



Can you say the word "dull"? Not only is this game a complete bore to play, it's slower than the real thing. You'd think that, without the hindrance of gravity, Panasonic could design a fast-moving pinball video game. Not so. The various pinball machines themselves are nothing to rave about—pretty standard stuff that you might see at the local bar. It's like playing real pinball alright, but without the action. The time spent waiting for the pinball to fall and bounce seems interminably long. A total waste.

BREAKDOWN

GRAPHICS I've seen better on an 8-bit Nintendo.	0
SOUND/MUSIC Sadly lacking any sound at all.	0
PLAYABILITY Pinball still is fun, but not like this.	3

OVERALL RATING SUCKS **1** VIDEOGAMES

3DO

SESAME STREET NUMBERS • EA KIDS • 1 LI'L PLAYER



Like a lot of people out there, I'm a big *Street* fan, having been told that I look a bit like Ernie. Join Bert, Ernie, Big Bird, Oscar the Grouch, Elmo, The Count and the whole gang and explore Sesame Street. There are puzzles along the way and you can turn on a radio to hear cool *Sesame Street* tunes. The best feature is a little television set that you can tune in to all the short movies that run during the program. The video is run in a tiny window and brings back memories of all those cartoon shorts—all about different numbers. Ernie still loves to torture Bert with practical jokes and it's still fun to watch him do it. The funny thing is though, I actually learned a lot of things I didn't know about numbers. (I'm kidding.)

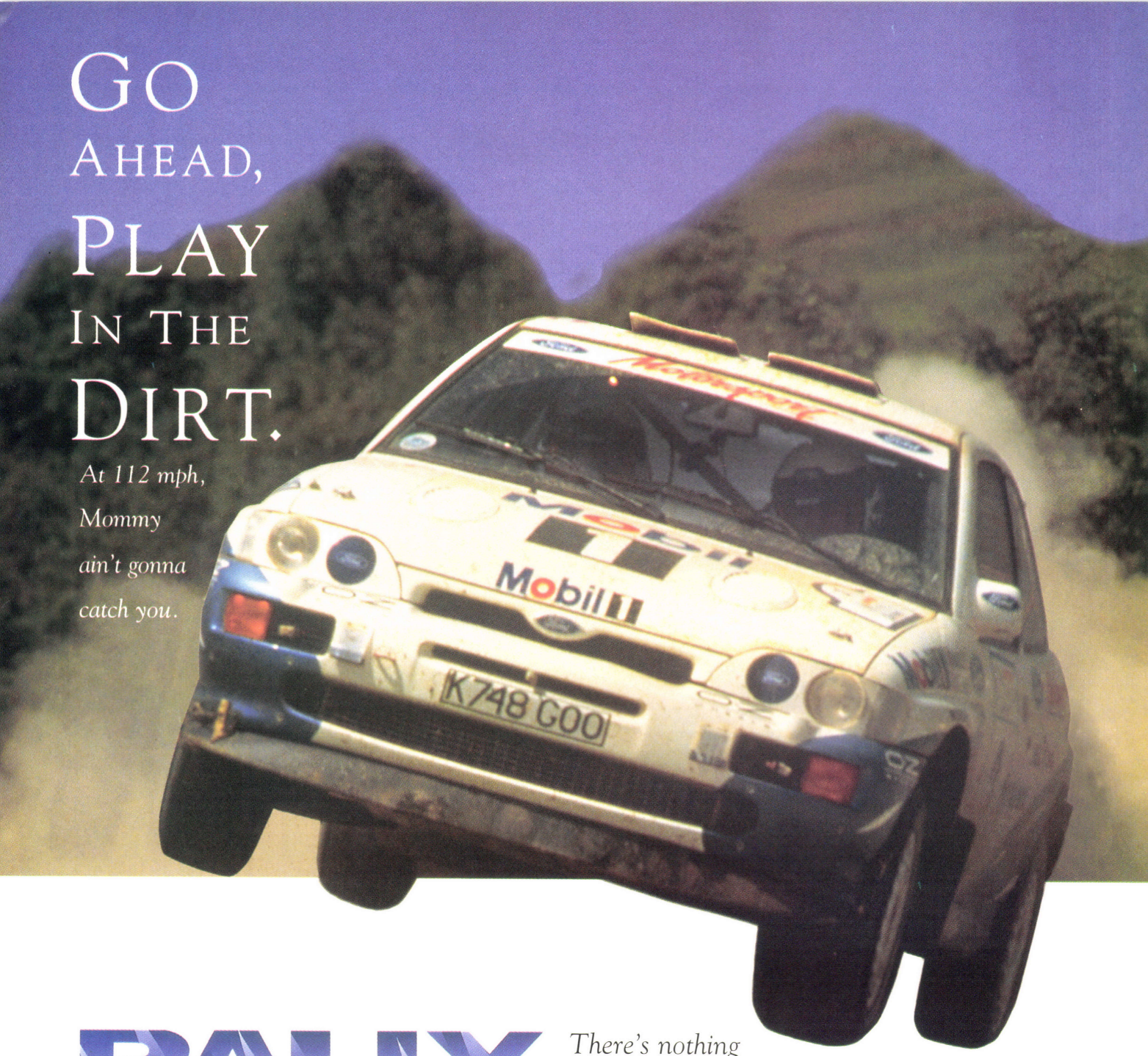
BREAKDOWN

GRAPHICS Bright orange Ernie, yellow Bert, looks good!	7
SOUND/MUSIC All your favorite *Street* tunes.	7
PLAYABILITY Like playing *Sesame Street* Interactive.	8

OVERALL RATING GREAT **8** VIDEOGAMES

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CIRCLE #135 ON READER SERVICE CARD.

CD-i

AXIS AND ALLIES • CAPDISC • 1 OR MORE PLAYERS



Based on the board game of the same name, *Axis and Allies* is complex strategy at its best, but not exactly at its most fun (unless your idea of fun is commanding military forces and conquering nations.) Essentially, you must choose the side of the Allies (America, y'know, the good guys) or the Axis (Nazis, the bad guys) and win World War II. There are some interesting features like the full-motion video of war scenes. That sure adds to the mood when invading other countries. Basically, you're just moving military pieces around a map, so it's still the same boring board game, but now you can play it on your TV. Wow.

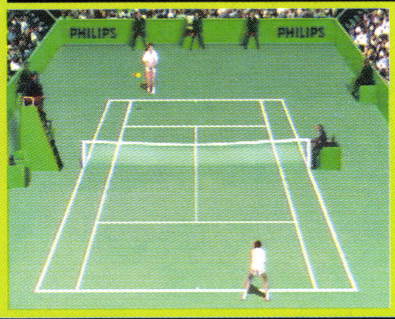
BREAKDOWN

GRAPHICS	7
Nice for what's basically a board game.	
SOUND/MUSIC	5
The sound of war is hell.	
PLAYABILITY	5
The interface is sometimes confusing.	

OVERALL RATING OKAY 5 VIDEOGAMES

CD-i

INTERNATIONAL TENNIS OPEN • PATHE INTERACTIVE • 1-2 PLAYERS



Without a doubt the greatest tennis game available on any system, with one great new feature—a two-player mode! (CD-i has finally got its act together.) The graphics feature fully digitized actors and the sound is right from the court, with life-like grunts and groans from the players. Plus, that realistic "PUCK-UH!" sound of the ball adds to the realism. It's almost like watching the event on ESPN since the view is from just above the court, the same way tennis matches are televised. Play by yourself, play a few matches with a friend or go to the championships. *International Tennis Open* is the closest you'll get to a tennis simulator. I guess *Pong* has finally evolved.

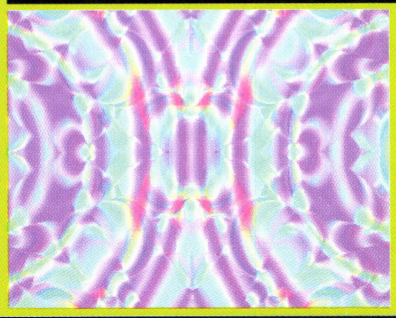
BREAKDOWN

GRAPHICS	10
Awesome. Just like being there.	
SOUND/MUSIC	10
The announcer whispers like on TV.	
PLAYABILITY	10
The *Tempest 2000* of *Pong*!	

OVERALL RATING MEGA-HIT 10 VIDEOGAMES

CD-i

ESCAPE • CD-i MUSIC • INTERACTIVE MUSIC



An interactive techno music disc that features rave graphics and psychedelic colors. Featuring music by Psycore, Mind over Rhythm, Irresistible Force, Eon, Coldcut, Musicology and Flux. One of the best dance tunes is a cyber classic called "Internet Worms" by Warez Doodz. The interface is a blast to play with and you can interrupt the disc at any point to change the mix, go to a specific song or alter the colors (and your mood) by adjusting the animations or the crayon-like rainbow. This foreign disc is available only in Europe but can be picked up in your local software store as an import. Turn your living room into a hot club scene. Rave all night—yeah, baby!

BREAKDOWN

GRAPHICS	8
They're psychedelic, man...like wow!	
SOUND/MUSIC	9
Groovin' techno-hip-hop-rave!	
PLAYABILITY	4
Good for a party or two.	

OVERALL RATING COOL 7 VIDEOGAMES

CD-i

STRIKER PRO • CD-i GAMES • 1-2 PLAYERS



There's *FIFA Soccer* and then there's all the other soccer games. However, *Striker Pro* for CD-i is not as crappy as you might think, so before I tell you the bad things, let me tell you what I like. There are no real players but you can pick your team's national origin. That's pretty good. The in-between screens have crisp 3-D graphics, I like that. The intro has a real cool action sequence that looks good. But it all comes down to play and this is beyond weak. The team players look like those short and stubby characters from Japanese RPG games, and they play soccer about as well as those annoying elves. Yeah, it's pretty bad but with two people at the controls it's not a total waste.

BREAKDOWN

GRAPHICS	6
Crisp in-between screens, weak players.	
SOUND/MUSIC	5
Okay, since it's coming off a CD.	
PLAYABILITY	4
Players look like stubby RPG characters.	

OVERALL RATING WEAK 4 VIDEOGAMES

CD-i

CRAYON FACTORY • PHILIPS MEDIA • 1 PLAYER



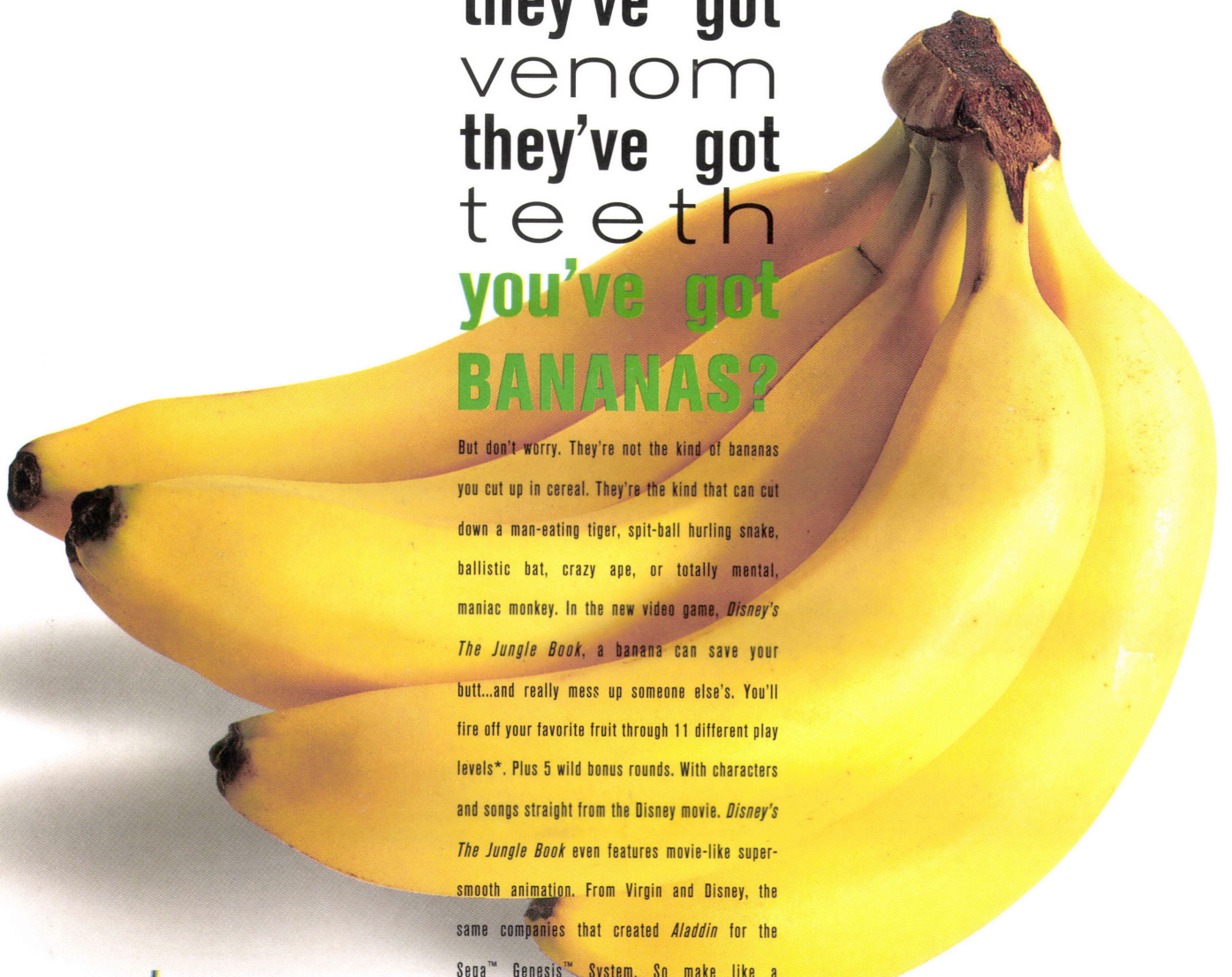
I've always wanted to visit a crayon factory myself and now I can, in this fun edutainment CD-i title. It's no *Mario Paint*, but you actually get to color objects on your TV. Okay, only little kids will really like *Crayon Factory*, but me, I'll stick with a fresh 64-set with a built-in eraser. (Remember those?) You can't replace the smell and that real wax taste of Crayola. Mmmmm!

BREAKDOWN

GRAPHICS	7
Better than a 64-set.	
SOUND/MUSIC	4
It's good—for little kids.	
PLAYABILITY	6
At least there's no mess to clean up.	

OVERALL RATING GOOD 6 VIDEOGAMES

they've got claws they've got venom they've got teeth you've got BANANAS?

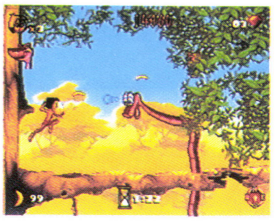


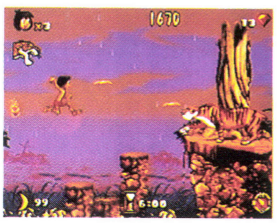
But don't worry. They're not the kind of bananas you cut up in cereal. They're the kind that can cut down a man-eating tiger, spit-ball hurling snake, ballistic bat, crazy ape, or totally mental, maniac monkey. In the new video game, *Disney's The Jungle Book*, a banana can save your butt...and really mess up someone else's. You'll fire off your favorite fruit through 11 different play levels*. Plus 5 wild bonus rounds. With characters and songs straight from the Disney movie. *Disney's The Jungle Book* even features movie-like super-smooth animation. From Virgin and Disney, the same companies that created *Aladdin* for the Sega™ Genesis™ System. So make like a banana...and split for your nearest video store.

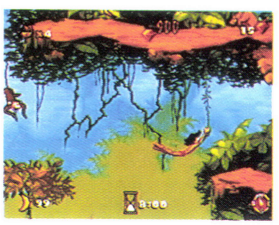
Available for all your favorite game systems.



Disney's
The Jungle Book







Virgin

Disney Software

*Number of levels and bonus rounds vary according to game system. Screenshots taken from Sega™ Genesis™ version. Other versions may vary. © The Walt Disney Company. © 1994 Virgin Interactive Entertainment, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. Sega and Genesis are trademarks of Sega Enterprises, Ltd.

CIRCLE #136 ON READER SERVICE CARD.

SportsWire

Arena Bowl '94 Gets VG Editor Excited!

What better way to promote a new football game than a football pool? That's what the folks at Viveros & Associates came up with as a way to introduce V-Real Interactive's upcoming *Arena Football* cart for the Jaguar to the gaming press. 100 editors and writers were entered in the contest and received press kits explaining how the pool worked and which Arena Football games to watch on ESPN. Myself and a few others were in a tie for first place for several weeks, but when the dust had settled yours truly emerged victorious and claimed the grand prize: a trip to ArenaBowl '94!



The championship game was held in the Orlando Predator's home arena against the Arizona Rattlers. As soon as my guests and I landed in Florida, Lou Viveros and Alicia Peck, of Viveros & Associates, and Ted Keenan, the game's producer from V-Real, whisked us off to the arena for the pre-game festivities. There we met several league officials, Jerry Trice the coach who is designing the plays for the Jaguar game, and Albany Firebirds' GM Joe Hennessy and son (also a Joe), who turned out to be big fans of the VG *SportsWire*!

After debating the merits of *Madden Football* with Big & Little Joe, it was off to our seats for the game. Now I'd watched a few games on TV, but nothing can prepare you for what takes place at an actual Arena Football game; there's a reason they call this sport "The Fifty Yard Indoor War!" About the only way I can describe it is to imagine being at a rock concert with a football game going on in the middle! The post-game party went on into the wee hours of the night, and after a few hours of sleep we all headed off to EPCOT to see Sega's Innovations Pavilion.

Thanks to everyone associated with the Arena Football league for making us feel so welcome, and special thanks to Viveros and V-Real for making it possible; can't wait to play the cart!

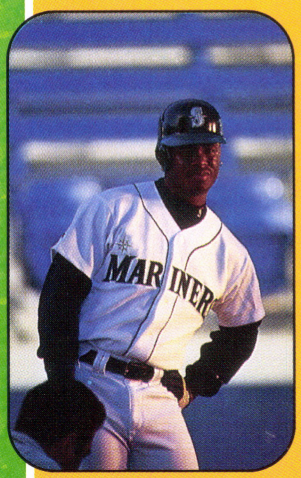
—Jeffrey Tschiltsch



(L-R) Lou Viveros, *VG* Sports Editor Jeff Tschiltsch, Alicia Peck and Ted Keenan.

Cubs Win World Series?

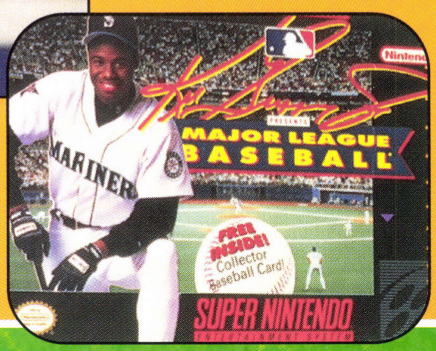
Nintendo of America has taken full advantage of the cancellation of the '94-'95 baseball season by simulating all of the regularly scheduled games with its *Ken Griffey Jr. Presents: Major League Baseball* game, something Jeff would love to do if he had the time. Game counselors at Nintendo headquarters in Redmond, Washington make up the Nintendo No-Strike Baseball League (NNSBL), and from what we understand, they're a cutthroat bunch, what with all those arguments with refs and all that profanity. They've got some real Billy Martin-types up there in Redmond!







The season is coming to an end soon and we'll be sure to let you in on all the World Series action. It's Cleveland's first post-season appearance in 40 years; can they go all the way? You'll be the first person to know.



WIN! The Ultimate Gaming Rig!! OVER $18,000.00 IN PRIZES!

PANDEMONIUM
INCORPORATED



You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Super NES with Super Scope; Sega Genesis with CD-ROM and Menacer; Panasonic 3DO; and Atari Jaguar. Get all four or trade the ones you don't want for CASH! Bonus options include: Sega Virtual Reality Helmet, 33" monitor, $1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and laser disc. Win DBS Satellite Receiver as a BONUS OPTION! This rig will blow you away (literally!)!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 61% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

	H					
		E				
P	O	W	E	R	N	MYSTERY WORD
	R					
S						

WORD LIST and LETTER CODE chart

POWER ....N	PRESS .....K	BLAST .....A	WRECK .....P
BREAK .....Z	PUNCH .....S	SPRAY.....E	TURBO V
STOMP .....T	STAND .....H	PRESS.....C	DREAM I
CRUSH.....O	SCORE.....R	SLANT L	CHASE.....P

MYSTERY WORD CLUE:
TO GRAB SOMEONE'S SKIN BETWEEN TWO FINGERS AND PRESS.

Yes! **ENTER ME TODAY, HERE'S MY ENTRY FEE:**

- ☐ ($3.00) Video Game Contest
- ☐ ($3.00) Media Rig Contest
- ☐ ($5.00) SPECIAL! Enter Both (SAVE $1.00)

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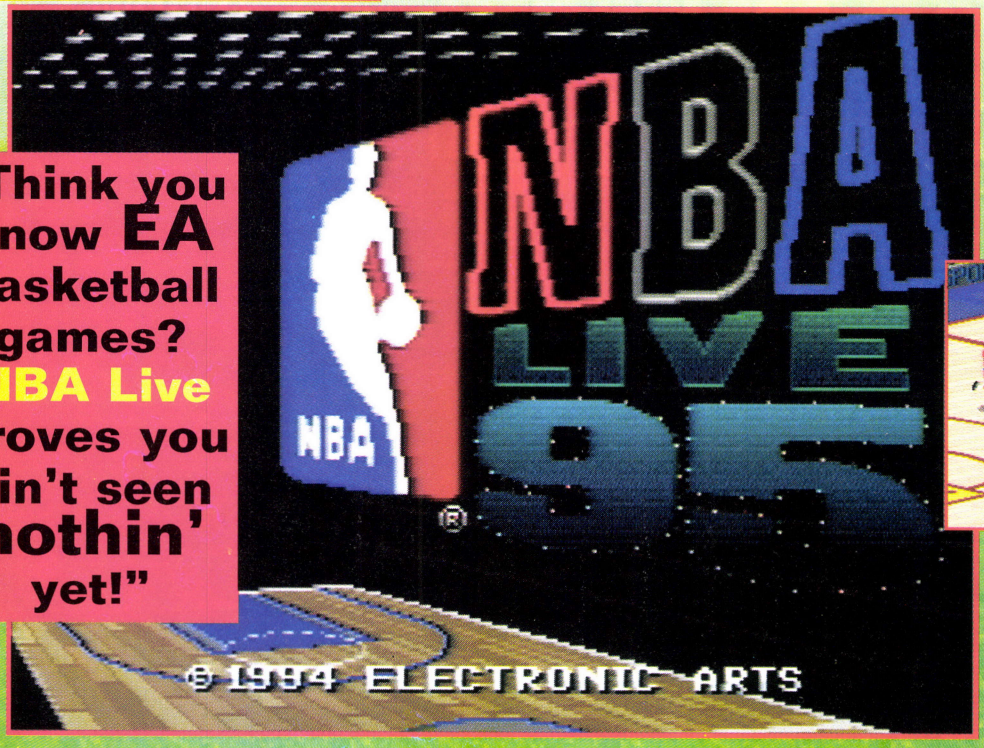
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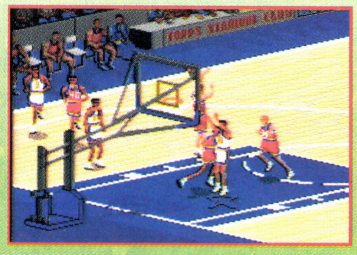
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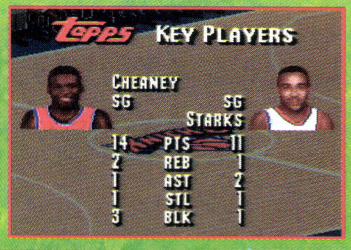
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"Think you know EA basketball games? NBA Live proves you ain't seen nothin' yet!"













Pass the ball to a player with a clear path to the hoop for a spectacular alley-oop!

OK, so you've played the *Lakers* and *Bulls Vs.* games, along with *NBA Showdown*, and you think you know all there is about EA basketball games, right? Guess again, bucko. *NBA Live '95* is here to set the new standard in home video basketball.

Forget that old side-scrolling perspective: The court in *NBA Live* has been rotated about 30 degrees to give you a great three-dimensional view of the action. The diagonal viewpoint yields a wider court, spreading out the players and making it easier to track the ball than in previous EA roundball games. Imagine *FIFA Soccer* on a basketball court and you'll get the idea.

NBA Live features loads of new player animations, from behind-the-back passes to thunderous dunks. The dribbling is very fluid and offensive players now turn around and put their backs up against defenders to protect the ball. There are even "showboating" animations for when you blow past a defender for a flashy score!

NBA Live makes you feel like you're watching a real NBA telecast by displaying key statistical information during the game. For example, if the ball is stolen a graphic might flash on the screen displaying the number of turnovers during the game so far.

The enhancements aren't just graphical, however. You can perform post-up moves by passing the ball to a stationary player in the low post area. Once he catches the ball, you can use the D-pad to make him swivel on his pivot foot. If you hold the pass button down, you will retain control of the passer instead of gaining control of the receiver. This is great when you want to dish the ball off for a give-and-go, putting a move on the defender and then calling for the ball once you're in the clear for an easy score.

Simply put, *NBA Live '95* rocks the SNES with its combination of awesome graphics, killer music, fast game play and incredible wealth of options. If you want true 5-on-5 action, nothing *jams* better than *NBA Live*!

—Jeffrey Tschiltsch

EDITOR'S RATINGS

CHRIS B. 9
Hats off to EA for the new basketball engine; this will be the runaway sports cartridge hit of the holiday season.

NIKOS 7
Even the White Shadow would like this.

- ✓ Exhibition/Practice Mode
- ✓ League/Season Mode
- ✓ Tournament Mode
- ✓ Substitutions
- ✓ Team Construction
- League Construction
- ✓ Battery Backup
- Password Backup
- ✓ Instant Replay
- ✓ Official License
- ✓ 1 ✓2 ✓3 ✓4 ✓5 Players

BREAKDOWN

GRAPHICS 9
Large, colorful players; smooth animation.

SOUND/MUSIC 9
Excellent music, & the home crowd sounds real!

PLAYABILITY 9
Fast game play and spot-on controller response.

OVERALL RATING EXCELLENT 9 VIDEOGAMES

EA SPORTS ELECTRONIC ARTS

PHONE
(415) 571-7171
DEVELOPER
EA CANADA
SIZE
16 MEG
PLAYERS
1 to 5

BREAKDOWN

GRAPHICS 9
Detailed animation makes this cart stand out.

SOUND/MUSIC 8
Excellent music, but crowd effects fall a bit short.

PLAYABILITY 9
6-button support would've allowed a "steal" button.

OVERALL RATING EXCELLENT 9 VIDEOGAMES



Probably the most startling thing about the Genesis version of *NBA Live '95* is how close the graphics and music are to the SNES cartridge. Sure, the players are a tiny bit smaller, some of the colors aren't as bright and the bass isn't as deep as in the SNES version, but with action this intense you'll be hard pressed to even notice. I actually prefer the Genesis graphics in some cases since the players don't look as pixilated as on the SNES.

While the SNES and Genesis versions are practically identical, there are a few differences worth noting. First, the Genesis control configuration lacks a "steal" button. When you bring a defender in close, he will automatically begin to reach in to steal the ball. The defenders in the Genesis version actually feature quite a bit more animation than their SNES counterparts, but it would be nice to have a little more control over steal attempts.

Another difference is in the player direction control. The SNES version allows you to adjust your controller for the diagonal view of the court, so if you press **Up** on the pad your player moves "up" the court, which would normally be a diagonal move on the control pad in the standard mode. The Genesis version doesn't include this option—which didn't bother me—but other players, especially those who used it in *FIFA Soccer*, might miss it.

Like the SNES version, nearly everything in the Genesis version of *NBA Live '95* can be customized. The Set Rules option allows you turn on or off nearly every violation you can think of, from out-of-bounds to 3-in-the-key to traveling (hey, just like the real NBA!) A "strength gauge" lets you adjust how often defensive fouls and charging are called. Other options let you turn on "Sega Assistance" so the game stays close, and you can automatically turn on slow-motion when dunks are performed.

The *NBA Live* programming team has pushed the Genesis to the limit, producing a game that rivals the SNES version in nearly every way. If basketball is your thing, look no further than *NBA Live '95*!

—Jeffrey Tschiltsch

EA SPORTS

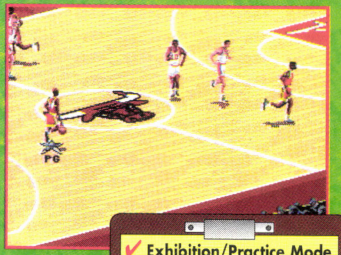
PHONE
(415) 571-7171
DEVELOPER
EA CANADA
SIZE
16 MEG
PLAYERS
1 to 4











NBA Live lets you create up to four custom teams by drafting your favorite players from around the league.

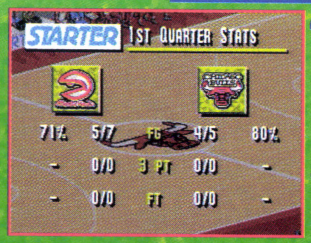
EDITOR'S RATINGS

CHRIS B. 9
Jeff's got this one pegged—a solid roundball sim with great animation, tons of options and excellent game play.

NIKOS 7
Gimme the ball, baby!

CHRIS G. 6
I'd rather *JAM*!

The battery backup saves not only league standings and team stats, but also personal stats for up to four different human players.



"While the SNES and Genesis versions of NBA Live are nearly identical, there are a few exceptions worth noting."

- ✓ Exhibition/Practice Mode
- ✓ League/Season Mode
- ✓ Tournament Mode
- ✓ Substitutions
- ✓ Team Construction
- League Construction
- ✓ Battery Backup
- Password Backup
- ✓ Instant Replay
- ✓ Official License
- ✓ 1 ✓ 2 ✓ 3 ✓ 4 5 Players

GENESIS 32X

VIRTUA RACING DELUXE • SEGA • 2 PLAYERS • 16 MEG



I would never have guessed that the 32X version of *Virtua Racing* would be as good as the arcade. *Virtua Racing Deluxe* is awesome. If you're going to buy one racing game this year, this is it. Now you can choose two extra tracks and between three different cars; these are new features that don't even exist in the arcade version. Try the stock car and you'll be amazed at the cornering control. It's almost as good as *Daytona*. I guess we'll all have to wait for Saturn, but in the meantime, Sega has given us one to grow on.

BREAKDOWN

GRAPHICS 8
Backgrounds are amazing.

SOUND/MUSIC 7
The race cars sound kind of weak.

PLAYABILITY 10
So smooth it's like flying a TIE-Fighter.

OVERALL RATING EXCELLENT 9 VIDEOGAMES

SUPER NES

NHL '95 • ELECTRONIC ARTS • 1-2 PLAYERS • 8 MEG



The SNES version includes all the new upgrades found in the Genesis cart, including season play, player creation, trades and fake shots. On the surface the SNES cart looks better, with larger players than the '94 version and a lot more color than in this year's Genesis game, but the scoreboard and menus are harder to read. The sound is a huge disappointment with muffled effects and weak synthesized music. Like the Genesis cart, the game plays much faster than before and the control is tight and precise.

BREAKDOWN

GRAPHICS 8
Larger players and lots of new animations.

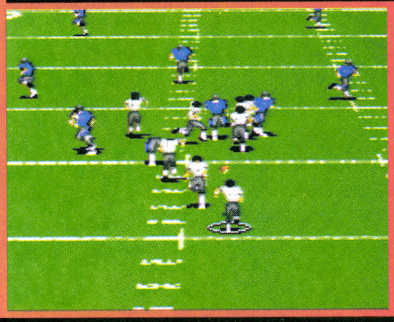
SOUND/MUSIC 6
Pretty weak when compared to NHL '94.

PLAYABILITY 8
Dumb penalties by the computer's players.

OVERALL RATING GREAT 8 VIDEOGAMES

SUPER NES

ESPN SUNDAY NIGHT NFL • SONY IMAGESOFT • 1-2 PLAYERS • 4 MEG



I'm beginning to think Sony has no idea what makes a good sports game, or simply doesn't care. The graphics in *Sunday Night NFL* are small, the color choices are poor and there's a horrendous amount of flicker when too many players get together. There's a good look down field before the snap and then the camera zooms smoothly in on the action, but the overall animation is rough. ESPN should consider yanking back its license before it becomes the laughing stock of the sports gaming industry.

BREAKDOWN

GRAPHICS 5
Mild Mode-7 zooming can't save this game.

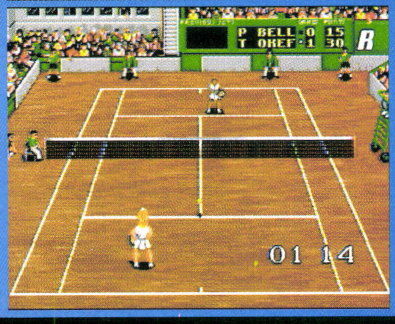
SOUND/MUSIC 5
NES games sound better than this.

PLAYABILITY 5
Play-calling screen leads to confusion.

OVERALL RATING OKAY 5 VIDEOGAMES

GENESIS

PETE SAMPRAS TENNIS • SPECTRUM HOLOBYTE • 1-2 PLAYERS • 12 MEG



Pete Sampras Tennis is a challenging cart with a difference: two control ports built right into the face of the cartridge! The "J-Cart," as the boys at Codemasters like to call it, lets you hook up four controllers to your Genesis without any special adapters. You can even use those old one-button Atari joysticks you've been hiding in the closet. The game features the standard tennis controls, with lob and top-spin shots and the ability to angle your shot with the D-pad. You'll need to practice as the computer is tough to beat.

BREAKDOWN

GRAPHICS 8
A little on the cute side, but quite detailed.

SOUND/MUSIC 7
Digitized announcer calls the scores.

PLAYABILITY 7
Good control, the play isn't always realistic.

OVERALL RATING COOL 7 VIDEOGAMES

GENESIS

PGA TOUR GOLF III • ELECTRONIC ARTS • 1-4 PLAYERS • 16 MEG



EA's venerable *PGA* series goes through yet another upgrade but this time comes away a winner. The most dramatic improvement is in the game's graphics; everything from the golfers to the shrubs has been completely redone with digitized art for a very realistic look. Given the limitations of the Genesis color palette, it's remarkable how real the courses look. The game now features eight different TPC courses, three new tournaments and a new digitized Ball Lie window where you can control loft and spin. The new standard for Genesis golf!

BREAKDOWN

GRAPHICS 9
Animation of golfer's swing is perfect.

SOUND/MUSIC 8
Nice improvement over previous games.

PLAYABILITY 9
New features, better interface.

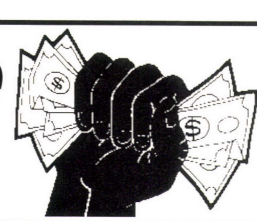
OVERALL RATING EXCELLENT 9 VIDEOGAMES

BRE Software

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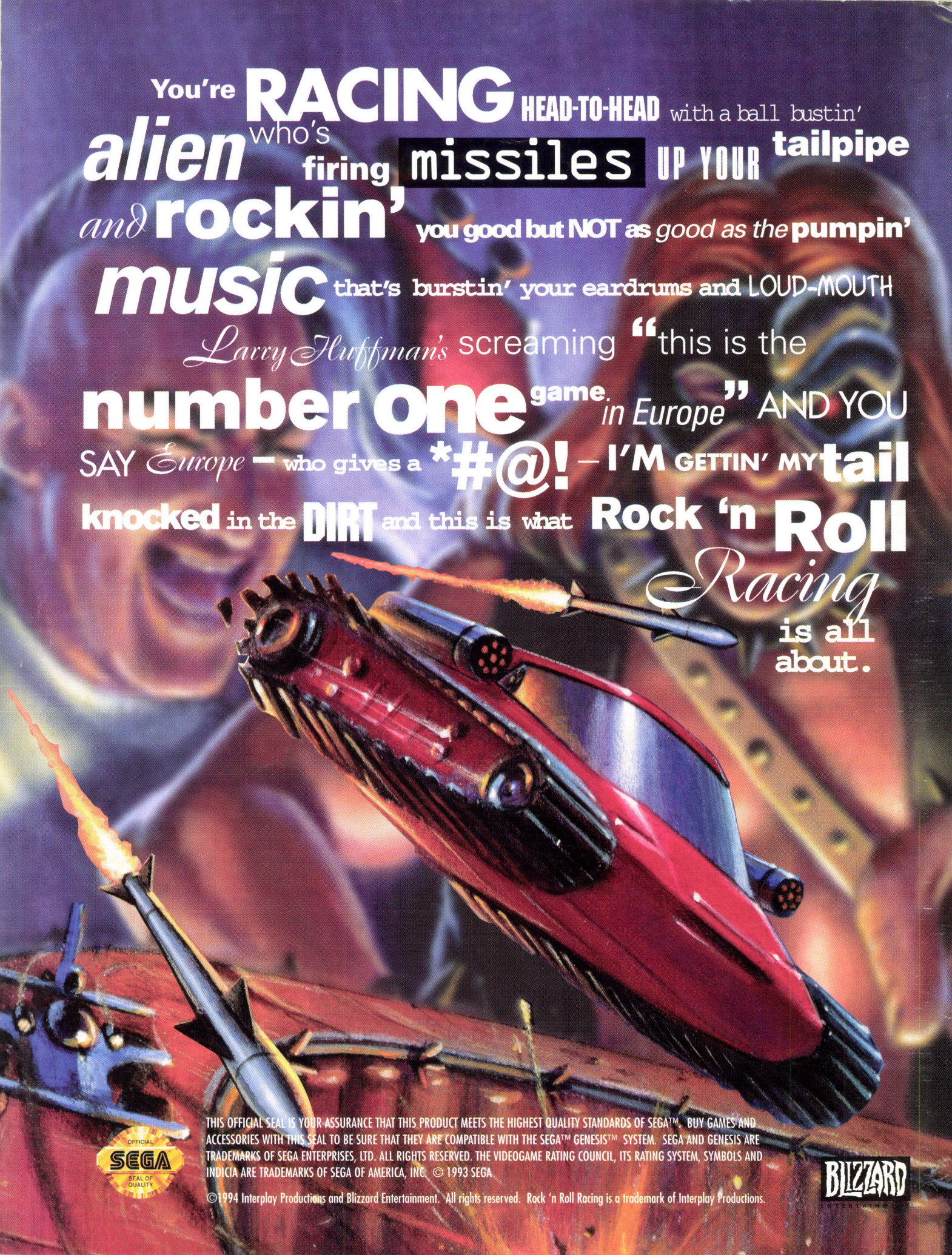
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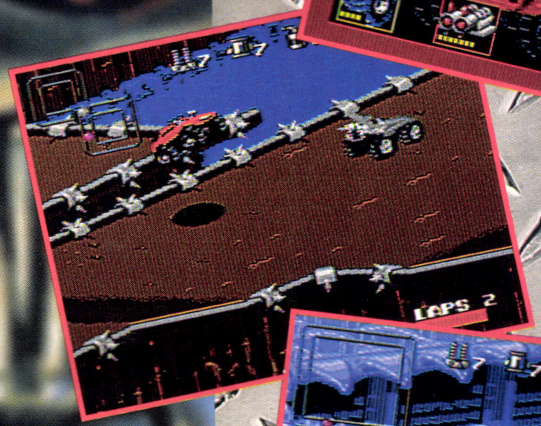
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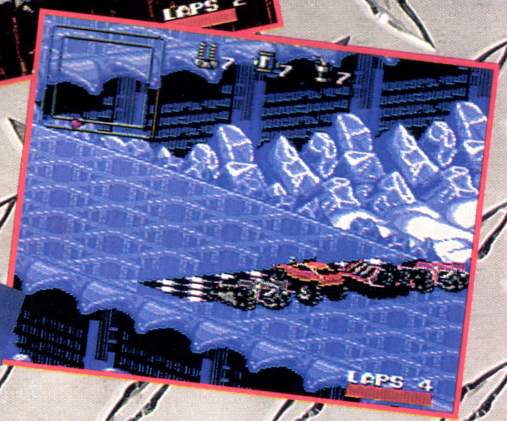
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W


You're RACING HEAD-TO-HEAD with a ball bustin' alien who's firing missiles UP YOUR tailpipe and rockin' you good but NOT as good as the pumpin' music that's burstin' your eardrums and LOUD-MOUTH Larry Huffman's screaming "this is the number one game in Europe" AND YOU SAY Europe – who gives a *#@! – I'M GETTIN' MY tail knocked in the DIRT and this is what Rock 'n Roll Racing is all about.
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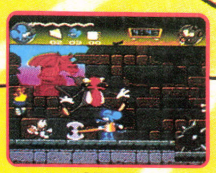
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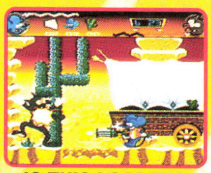
WHAT A SHOCK!



SPLIT PERSONALITY?!!



ONE SHISH KABOB, COMIN' UP!



IS THIS LOADED?

They fight, and bite, they fight and bite and fight! Get ready as Itchy & Scratchy slice, dice, crash and bash their way into your home. This cat's gonna need more than nine lives to survive bazookas, grenades, chain saws and flame throwers. There's more than one way to skin a cat... So, are you mouse enough!!!???





KIDS TO ADULTS
AGES 6+

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